
BRITAIN'S BEST UNOFFICIAL MAG FOR SEGA GAME FREAKS – 100% ACTION!
SEGA FORCE
BEST READ FOR TOP GAMES!
Your Move Punk!
There's nowhere to hide when Virgin's Terminator and the Mega Drive hit head on!
FREE!
100-Page Tips Extra Paperback
3 great summer hols postcards!
AND
Your own Pass to a Year's Success!
See inside for more exciting details!
KER-CHUNK!
Put your neck on the line with Domark's MS masterpiece
PRINCE OF PERSIA
SEGA FORCE Xpress
EXCLUSIVE CLUB MEMBERSHIP CARD
VALID 06/92-05/93
■ More prizes than you can handle: Lawnmower Man, Special Reserve and US Gold compos!
THE 6th International COMPUTER SHOW
Incorporating the 16 Bit Computer Show
SEGA FORCE PROUDLY PRESENTS
£1 OFF
Westminster EXHIBITIONS
July 10, 11, 12 at the Wembley Conference and Exhibition Centre. 10-6 Friday and Saturday, 10-4 Sunday.
£1.95
Nº.7
July 1992
europress IMPACT

ESSENTIALS LIKE THESE MAKE SEGA FORCE...

SEGA FORCE PRESENTS

TIPS FORCE

FROM A TO Z: Hints, Tips, Cheats and Solutions to make you a Mean Sega Champ!

GET IN WITH THE DEAD-HEAD SET!!

It's gonna take you a flickin' long time to work your way through your totally mega **FREE TIPS FORCE** Book and by the time you have, **SEGA FORCE**'ll probably have another one lined up for ya!! How's that for a bargain!!

Meantime, take a look at the rest of the amazing stuff on the other side of this flappy thing and make the most of 'em!! Rip off your **EXCLUSIVE Sega Force Club Card**, look out for the special Members' page every month and match your number to the ones next to the mega prizes. If they fit, you've been a lucky bleeder and got yourself the stuff!! Look out for mega discounts soon and don't say we never give you anything or we'll take you down Game Freak Alley and punch yer tiny lights out!



£1 SEGA FORCE DISCOUNT VOUCHER

This voucher entitles you to £1 off the entry price on any one of the three days of the 6th International Computer Show.

Present this voucher at the main entrance, enjoy the show and get along to the FORCE FIELD PLAZA to meet the SEGA FORCE team and take on more console action than you can handle!

The Management reserves the right to refuse admission.


BRITAIN'S BEST UNOFFICIAL MAG FOR SEGA GAME FREAKS – 100% ACTION!
SEGA FORCE
BEST READ FOR TOP GAMES!
Your Move Punk!
There's nowhere to hide when Virgin's Terminator and the Mega Drive hit head on!
TAZ-MANIA
MEGA DRIVE
md
CORPORATION
OLYMPIC GOLD
MASTER SYSTEM
ms
CRYSTAL WARRIORS
GAME GEAR
gg
INDIANA JONES III
KER-CHUNK!
Put your neck on the line with Domark's MS masterpiece
PRINCE OF PERSIA
Fists of Steel
Chuck Rock
Wheel of Fortune
PLUS New, red hot SEGA FORCE Charts
■ Mammoth Desert Strike Tips Special
■ More prizes than you can handle! Lawnmower Man, Special Reserve and US Gold compos!
£1.95
July 1992
No.7
europress IMPACT



Game Gear with
Sonic The Hedgehog
Sega Mains Adaptor
FREE Super Monaco Grand Prix
FREE Special Reserve Membership
129.99
Special Reserve
Games Club
Game Gear
with Columns
99.99
FREE Mains Adaptor (essential)
FREE Special Reserve membership
THE SEGA GAME GEAR IS COMPATIBLE WITH MASTER SYSTEM GAMES. USE A GEAR MASTER CONVERTER TO RUN MASTER SYSTEM CARTRIDGES.
CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) ...17.99
MAINS ADAPTOR FOR GAME GEAR (SWITCHABLE TO WORK WITH LYNX, GAMEBOY AND OTHER APPLIANCES) ...12.99
SEGA MAINS ADAPTOR FOR GAME GEAR (GENUINE ITEM) ...14.99
GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM GAMES ON GAME GEAR) ...17.99
SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO A HANDHELD TV) 69.99
AV CABLE FOR GAME GEAR (LINKS GAME GEAR TV TUNER TO VIDEO RECORDER) ...8.99
GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) ...5.99
BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) ...29.99
BEESHU MAGNIFIER ...11.99
WIDE GEAR MAGNIFIER ...14.99
LEDA CARRY CASE FOR GAME GEAR WITH SCREEN CLEANING KIT ...12.99
LEDA STORAGE RACK FOR CARTRIDGES (STACKABLE) ...9.99
STEREO EARPHONES ...3.99
CARRYBAG FOR GAME GEAR (SHOWN) 10.99
0279 600204
Open to 8pm Weekdays and to 5pm Weekends
ANNUAL MEMBERSHIP
UK £6.99 EEC £8.99 WORLD £10.99
We only supply members but you can order as you join.
The Special Reserve full colour club magazine NRG is sent to all members bi-monthly. NRG features full reviews of new games plus mini-reviews, all the gen on new products, the Special Reserve charts, Release Schedule of new games and hundreds of special offers.
PLUS - EVERY ISSUE CONTAINS
£30 worth of money-off coupons
to save even more money off our amazing prices.
We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC, CDTV and IBM CD ROM.
Best Service, Best Prices, Biggest Selection
That's why over 100,000 people have joined Special Reserve.
PHONE 0279 600204 FOR FREE CATALOGUE
GOLDSTAR TV/MONITOR - SEE LEFT
Megadrive 16-Bit Games Console
with Sonic The Hedgehog, Joypad
FREE extra TURBO Joypad
FREE Special Reserve membership
129.99
THE SEGA MEGADRIVE IS COMPATIBLE WITH MASTER SYSTEM GAMES. USE A POWER BASE CONVERTER TO RUN MASTER SYSTEM CARTRIDGES.
Goldstar 14" SEE PICTURE ABOVE COUPON
Television & Monitor
WITH REMOTE CONTROL & SCART INPUT. GIVES MONITOR QUALITY PICTURE FROM UK MEGADRIVE OR MASTER SYSTEM 1.
FREE SCART LEAD
FREE SPECIAL RESERVE MEMBERSHIP
159.99
MEGADRIVE TO SCART LEAD (GIVES MONITOR QUALITY ON TV WITH SCART/RGB INPUT) ...9.99
Master System 2
with Sonic
79.99
with Alex Kidd,
Two Joypads and
Sonic the Hedgehog
FREE Special Reserve Membership
OR
Master System 2 with Alex Kidd,
Joypad and FREE Special Reserve Membership
49.99
NOW WITH SONIC
CHAMP EXPLORER JOYSTICK FOR MASTER SYSTEM 19.99
REMOTE CONTROL JOYPAD FOR MASTER SYSTEM 27.99
Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.
INEVITABLY, SOME GAMES MAY NOT YET BE RELEASED. PLEASE PHONE SALES ON 0279 600204 FOR LATEST RELEASE DATES AND STOCK AVAILABILITY.
WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS)
SEGA FORCE 21
Name
Address
Postcode
Phone
Machine
Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World
item
item
item
item
ALL PRICES INCLUDE UK POSTAGE & VAT
£
Cheque/P.O./Access/Mastercard/Switch/Visa
Switch Issue No
Credit card expiry date
Signature
Cheques payable to: SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
Overseas Orders: EEC software orders - no extra charge. World software orders please add £1.00 per item. Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.



Grab a console bargain at the...



Incorporating the 16 Bit Computer Show

Sponsored by



10th - 12th July 1992

Friday and Saturday 10.00 to 6.00, Sunday 10.00 to 4.00

Wembley Conference & Exhibition Centre, London

Nearest tube station - Wembley Park (Metropolitan & Jubilee Lines)

WEMBLEY VENUE OF LEGENDS

Easy access - On site parking - Follow the signs to Wembley

Wider gangways and facilities for the disabled

Europe's biggest show specialising in everything for the ST, Amiga, PC and consoles - Hardware, Software, Peripherals and consumables.

In addition to 180 companies showing the latest available for use in the home, there will be seminars, demonstrations, hands on opportunities, a home business feature area, free advice centres and rides! A fun day out for one and all!

THE HOME COMPUTER

Over the last ten years, the computer has established a permanent place in the home, and the number of home computer users increases dramatically every year.

Many people have yet to tap the full potential of their home computer and are constantly looking for new ideas and applications.

The most popular systems have proven to be the ST, Amiga and PC, and at the International Computer Show, you will be able to see, try and buy a whole range of products and services which will help you to maximise your use and enjoyment of these machines.

So whatever your area of interest, you'll find the hardware, software, peripherals and consumables you'll need at the International Computer Show and all at great show prices.

Pre-purchase your fast lane tickets to save money and beat the queues. Simply call the ticket hotline number 0726 68020 for your tickets now. Or send the voucher with your cheque or credit card number. Closing date 3rd July 1992.

Ticket prices:
Admission on the door £6,
Under 10's £4
Fast lane tickets (before 3rd July 1992) £5, under 10's £3



Westminster Exhibitions Ltd,
Surrey House,
34 Eden Street,
Kingston, Surrey KT1 1ER

To: International Computer Show,
PO Box 68, St. Austell PL25 4YB

Please send me ______ Fast Lane Tickets @ £5.

______ Under 10's Fast Lane Tickets @ £3

I enclose a cheque/P.O./Credit card details for £ ________ made payable to International Computer Show

Name ______________________

Address ______________________

______________________ Postcode __________

Credit Card No. ______________________ Expiry date __________

OR phone 0726 68020 to book with credit card

SEGA FORCE

SETTING UP A

STORM FORCE!

They're still lean, mean and downright bleedin' obscene, but the best unofficial Sega Games Force in the land just got bigger! What's more, new dude Mat Yeo's already chasing Paul Mellerick's high-score crown!! Trouble's brewin', so get down to Game freak Alley and grab a piece of the action!



A SCORCHER FOR JULY



Editor **Chris Knight**
Staff Writers Paul Mellerick, Adrian Pitt, Mat Yeo
Contributors Marshall M Rosenthal (USA), Tomoko McKay (UK)
Production editor Warren Lapworth
Art Director Oliver Frey
Designers Ian Chubb, Claire Morley
Screens Sega Force Deadheads
Scanning Michael Parkinson
Repro Rob Millichamp
Written and produced entirely on Apple Macintosh computers using Microsoft Word, Quark Express, Adobe Photoshop and Adobe Illustrator. Scanning by Mikrotech and Hewlett-Packard

Marketing manager Eddie McKendrick
Advertisement manager Sheila Jarvis
Sales executives Jo Guest, Michelle Kendrick
Ad production Jo Lewis
Production Jackie Morris
All departments:
Phone: 0584 875851
Fax: 0584 876044

Publisher Roger Kean
Managing director Johnathan Rignall
Circulation manager David Wren
Printing BPCC Business Magazines (Carlisle) Ltd
Distribution COMAG, Tavistock Road, West Drayton, Middlesex

ISSN 0964-2552
Cover artwork by Oliver Frey
Printed in the UK.

EXCLUSIVE! SONIC 2 UNVEILED!

Turn to Page 9 and catch all the **EXCLUSIVE SEGA FORCE** *Sonic 2* lowdown, as the long-awaited sequel gets its sensational first showing at the Chicago **CES**!

DEVIANT... AND DANGEROUS!

10 Domark's brilliant PRINCE OF PERSIA hits the Master System! Hack the vizier's butt or lose yer girl for good!

PLAYING WITH FIRE!

28 You ain't seen nothing like this mean mother from Down Under on your Mega Drive! TAZ-MANIA spins up a storm to knock the socks off Sonic!!

WELL GUTTED!

74 You've got to have a gut to get ahead in Virgin's zany prehistoric CHUCK ROCK action blast. It won't improve your sex life, but it'll beat the hell out of those dinosaurs.

SEGA FORCE CART CHARTS!

22 Ouch! Get all the latest chart lowdown from the red hot SEGA FORCE Top Tens. The action's all here, along with the chance to pick your own chart and win some mega prizes!!

BELT UP AND WIN!

16 We've got loads of LAWNMOWER MAN goodies to give away after last month's epic Odeon Cinema ticket deal. All praise First Independent and see if you can win some!

WIN 50 EPIC INDY T-SHIRTS!

24 US Gold didn't just throw us INDY III on the Game Gear, there're 50 brilliant T-shirts to give away as well. Grab one!!

HARD AS NAILS!

18 You've gotta be tough to take this one on board as FISTS OF STEEL breaks the violence barriers!

CATCH A WAVE!

By the time you read this, you'll already have missed the first couple of blindingly brilliant instalments of **FORCE FIELD** on mega **ATLANTIC 252** Long Wave Radio!!

What's it all about? Pin back yer lugs and listen! **FORCE FIELD**'s the brand spanking new weekly radio show sponsored by **SEGA FORCE**, featuring up to the minute game news, reviews and scorching competitions for Sega game freaks!

Each show kicks off at 8.30pm on Wednesday evenings and your host is none other than 252 star DJ **Sandy Beech**, who'll be turning out the hot sounds in-between the games' stuff.

The epic half hour shows'll be split up to take in some Nintendo stuff too (well, we've got to give something to our poor, sad **N-Force** readers, haven't we?), but stay tuned at all times if you want the chance to phone in and win some stonking Sega hardware, software and other great prizes!

Speaking of which, trust **SEGA FORCE** to get the old ball rolling with yet another cool compo! Yep, there're three brilliant Atlantic 252 sweatshirts up for grabs here and what do you have to do to win one of 'em? Simple, just tune in to **FORCE FIELD** at 8.30pm on Wednesday June 24th (that gives you a bit of time to tune in!) and then write in and tell us which Sega games we reviewed on the show. Send your answers to **FORCE FIELD**

Gotcha...!

Remember all that talk about global release schedules on the Sega front? Well, after the disappointment of the plans to make Kid Chameleon the first game to be released in Europe, the States and Japan simultaneously, we've now been given an even tighter deadline for the policy to head for!

The official line is that Sonic II's gonna make an appearance on November 24, and not just in the British shops!! This time, the little blue fella's set for release all over the world on exactly the same day, allowing for time differences, of course!!

On top of that, Sonic II's gonna see the light of day on Mega Drive, Master System and Game Gear on the same day! Now that's surely something to look forward to and, if Sega can bring it off, it's bound to make a fair old dint in the profits of certain other console manufacturers!!

Having said all that, there're already rumours that Stateside shops might get the products a week earlier than elsewhere, so this is one situation to watch very carefully, to see what develops!

Meanwhile, keep your eyes peeled for even more Sonic sequels very soon!

JOIN THE FORCE!





Right, so you've got your brilliant £1 off voucher for the **6th International Computer Show**, now what do ya do? Easy, get down to the Wembley Conference and Exhibition Centre anytime between July 10 and 12, get your discount at the main gate and come on over to the **FORCE FIELD PLAZA**!

For the whole three days of the show, you can meet the **SEGA FORCE** team at the amazing hi-tech plaza, challenge them at the top games, play along with them on two player blasts and even have all of your problems solved at special games clinics!

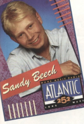
Yep, that's right, **PAUL MELLERICK**'ll be there, cap on head, waiting to be thrashed by newcomers, **ADRIAN PITT**'s gonna be hosting and compering the main events, **MATT YEO**'s there to play along with and **BIG ED**? Well, he's just gonna be watching to make sure nobody steps outta line!!

All that's just a fraction of the fun that's gonna be going down at the **FORCE FIELD PLAZA**. On top of that, **Atlantic 252** Long Wave Radio'll be setting up live links with the show throughout the weekend, there'll be spot prizes for high scorers and you can even get an original **OLI FREY** drawing done for you on the spot, while you're waiting to take part in the challenges!

Opening times for the show are 10-6 on Friday and Saturday, and 10-4 on Sunday.There're special guests and special events lined up for every hour of the show and if you want to get your hands on mega prizes, then the **FORCE FIELD PLAZA**'s the place to be! With hardware, software and loads of other games stuff up for grabs, you just can't afford to miss the PLAZA at the 6th International Computer Show!!

Organised by **Westminster Exhibitions**, there's gonna be loads of Sega stuff on display at the show, from the latest games to the latest technology (Wonder Mega stuff?!). On top of that, if you're bringing someone else along to the show, don't forget there's something there for everyone, including Atari, Amiga, PC and Mac users as well as a whole lot more besides!

This is one event you Sega Game Freaks can't afford to miss, so make sure you get your discount and make your way down to the Plaza, for the ultimate game experience! See ya there!!



COMPO, SEGA FORCE, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW and the first three correct answers'll get the gear!

Got all that? Good, now tune in to Atlantic 252 Long Wave Radio and get in on the Force Field - if you know what's good for ya, that is!!

MEGA TIDY

Yeah, we all know what it's like having our gear trodden on, chewed up by the dog and thrown in the rubbish bag by feather duster-mothers, but what can we do about it?

I'll tell ya, get hold of one of these here MEGA-STANDs! Designed and engineered specially for your bedroom by KMA Engineering, the Mega-Stand sells at a smart £59.95 (+£6 P+P) and could be the answer to your nightmares.

The Mega-Stand'll hold all your gaming gear, like Mega-Drive, joypads, games etc, and there's even room for a Mega-CD when you get your hands on one. Basically, the Mega-Stand takes just about any combination of playing gear and keeps it neat, tidy and out of the way of the feather duster brigade!!

If ya want to get hold of one of these beauts, try ringing KMA on 0684 296610, or write to them at Unit 12, Cotteswold Dairy, Newtown, Tewkesbury, Glos. for more details!!

ADEY BABES MOST MEANINGFUL NATTER BIT

● No! Stop! Help! You shouldn't be reading this! I've suddenly found myself trapped in a psychological maelstrom! A humungous time warp! Why's this issue seven, for heaven's sake? Wot ever 'appened to issue six? Free blow-up catfish to all plebs who spotted the slight 'miscalculation' on last month's front cover! It weren't issue five at all! Flamin' deadheads! Take it as a kinda belated April fool. That's my excuse- an' I'm stickin' to it!

● This munf, we welcome Matthew Yeo to the team. He's fittin' in really well, would ya believe? Kisses me feet every mornin', picks the green flecks outta me parsley sauce every lunchtime and gives me a lift home in his solar-powered perambulator every evenin'. Nice one, Mat! Long may you whine! One more thing, it's gonna be really tricky having two ace games players on the team, specially since both their egos are as big as their hi-scores. It's all gonna end in tears!

● Oh, before I go, keep a look out for me prancin' around the Europress stand at the 6th International Computer Show. I'll be the one holdin' the microphone singin', 'I've Got A Brand New Pair Of Rollerskates'. A sight not to be missed! See ya there!

Gutter Talk

SONIC GOES GLOBAL

Sonic II's a comin', it's official!! Make a note in your diaries and make sure you're queueing up outside your local games shop on November 24 for the all-format, global release day!!

With a stonking £1 million set aside for promotional purposes, be sure that you're gonna see our little blue friend just about everywhere in the run up to the release. All set to apear on Game Gear, Master System and Mega Drive at the same time, Sonic II looks like it'll hit the shelves at the same time in Europe, the States and Japan, leaving the grey importers well and truly in the shade.

Remember **SEGA FORCE** isuue 5? Yep, you heard the November release date here first, so stay tuned for all the latest lowdown as it happens!

MAKING THE MOST OF EIGHT BITS

Letters by the thousands come pouring in to SEGA FORCE, asking when or if the latest MD game is gong to come out on the Master System. Well, after a little bit of investigation work we've come up with the goods yet again.

From SEGA themselves you can expect the likes of Taz-Mania (yeah!), Lemmings (YEAH!) and Streets of Rage (double YEAH!)!! From other third party publishers come such delights as Pit-Fighter, Speedball II and the long-awaited Robocod. Betcha can't wait!



They've all shown themselves winners on the MD, but how will they perform on the 8-bit?

SIZZLING SONIC STUFF

This week SEGA announced that a new range of Sonic merchandise is gonna hit the road soon! There're no real details around at the mo, but the stuff certainly won't be seen in the shops. Oh no, they're saving this little lot up for BIG competitions in the future. Keep your eyes peeled for the latest updates soon!

LOSING THE WONDER-LUST

Rumours are running round the industry at the moment of a new SEGA and Nintendo beating console from a Japanese company called Matsushita.

This is all well and dandy but Matushita owns JVC who, as you know, are heavily involved with the production of the Wonder Mega. Speculation's rife but if the rumours are true the WM may not be as widely launched as first thought.

The WM will strill arrive but the question now is, will anybody know about it?

ADVANTAGE SEGA!

The Accolade/SEGA row hit new dizzy heights recently when SEGA won the latest round of their ongoing court battle.

SEGA now has an injuction to stop Accolade making or selling any carts which has temporarly put a stop to ther production, but the battle is far from over.



SECRET SERVICE

Pin back your lugs Mega Drivers and catch a load of the latest games booster from Berkshire based Kuma Computers. **Sega Mega Drive Secrets-Volume 2** is the all new guide to just about everything you need to know to get the most out of your MD blasts. There're no less than seventeen completed games in this one, including *Castle of Illusion, Toejam and Earl* and *Streets of Rage*, as well as a section of mega tips to round it all off. Following on from the original Sega Mega Drive Secrets by Rusel Demaria, the sequel sells at £9.95 and should increase your playing power no end.

Try ringing Kuma Computers on 0734 844335 for more details, or just keep your eyes peeled for the books in the shops and see what you think! You've got your **SEGA FORCE** tips special book, why not try some extras to get those hi-scores?



FERRARI GRAND PRIX

As said somewhere else in this ish, summer's here and the games are coming in thick and fast. **Flying Edge** are starting their own ball rolling with *Ferrari Grand Prix*. You get the chance to race the Ferrari Formula 1 car around all the courses in the World Championship trying to become the number one driver. But there's more to this than just driving. Oh yes! Once you've selected your control options you can then get down to the guts of your car. Changing the bare bones of your motor and turning it into a lean, mean racing machine, pre-race changes such as brakes, suspension and steering can all help your car's movement and attention must also be paid to the weather, you don't want wet tyres on hot tracks and vice versa. One great thing about *Ferrari* is that it's the first (console) two player simultaneous racing game, using the split screen idea.





This though is only available in the time trial section of the game but let's you see who's the best out of all your mates. As well as the sixteen normal tracks there are also four 'fun' tracks on which you can practice.

Graphically the game uses the same viewpoint as SMGP (1 & 2) and includes detailed scenery and track side obstacles. It's going to have to be something a bit special to take pole position from *Super Monaco Grand Prix* but the game is still being playtested and changed. *Ferrari* should be around in a couple of months and as soon as it's reviewable you can bet your butt **SEGA FORCE** will be first with the verdict.

FLYING START!

Flying Edge have got off to a real flying start with the *Simpsons* on all systems and have some real crackers lined up over the next few months. Kicking off is *Smash TV*. Appearing on all three SEGA consoles the MD version will feature arcade quality graphics and sound and the MS and GG versions are also looking outstanding.

Including all the levels of the arcade coin-op hit of 1991 the only foreseeable problem is the control method, I'm afraid we'll just have to wait and see.

Along with coin-op & cartoon licences, **Flying Edge** have also lined up some brill films. *Predator 2* will be appearing on the MD and MS and is an eight-directional scrolling shoot 'em up where you have to complete stages by searching for hostages.

A cross between a platform game and Desert Strike the game features really gory graphics and great sound effects.

But **THE** biggie of the summer is *Alien 3*, the third and most gruesome of the Alien series which sees Ripley (Sigourney Weaver) trying desparately to rid the universe of those pesky aliens. The game follows various bits of the scenario and at the moment is looking a very gory arcade platform game. More news on both these when we get it, as they say in console mags.

LOTUS POSITION

Electronic Arts' massive Mega Drive onslaught is set for an even bigger boost with the company's signing of the Sega rights to Gremlin's *Lotus Turbo Challenge II*! Due for release in the early Autumn, the MD version will be called *Lotus Turbo Challenge* and should be a biggy. Look out for more news soon!

CART CRAVINGS

A US company called **Renovation** have decided to release the first M-CD games onto cartridge so that all those unfortuate enough not to have a Mega-CD can still play the games.

They started the ball rolling with *Heavy Nova* and are now following it up with *Sol-Deace*, the cartridge version of Sol-Feace (advance play ish 2) and due soon is the cartridge version of *Earnest Evans*. These games also have English text so they're a lot more enjoyable.

Of the three *Earnest Evans* is best, *Sol-Deace* being a poor shoot 'em and *Heavy Nova* a slow beat 'em up. Check your local dealer for information.

THANKS AGAIN!

We're always pushing the boat out to get great new games for review and for that, undying thanks go out to **Abbey Lee** and **Mark** from **Telegames, Haymarket Centre, Leicester (0533 880445)** for supplying us with carts this month, **Peter Hewitt** at **KC'S Computers & Consoles Magic, 5 High Street, Loughborough, (0509 211799)** for much the same **and those incredibly guttercred guys from Sega Europe, Barry Jafrato** and **Tony Takoushi**.Thanks again and keep that gear comin' in!

EXCLUSIVE NEWS EXTRA!!

SONIC 2 UNMASKED!!

SEGA FORCE breaks the sound barriers to get you the hottest news of the year! ROGER KEAN, our man at the Chicago CES, reports.

May 28, 1992: At the Chicago Consumer Electronics Show today, Sega stunned first-day visitors by unveiling the eagerly-awaited sequel to Sonic the Hedgehog! The world-wide release date for all formats has been set as November 24 (see Sonic Goes Global), but at the CES I played the amazing looking Mega Drive version.

Only one level was available as an early taster of the completed game, which lets you knock hell out of Dr Robotnic and Sega is still being very cagey about lots of the new game, but SEGA FORCE can exclusively reveal the following information!

Sonic now has a new mate, called Tails. Tails is a fox with (surprisingly) two tails, which come in very handy at odd moments.Is it a two-player game? Sega won't reveal that, but a representative on the Sonic stand said,"You can play some levels as horizontal split-screen, or both characters in full screen - and it's a race, so draw your own conclusions!"

As these screens were only available in demo mode, and the MD had only one joy-pad, the mystery remains...

So is the sequel very different? Yes and no: obviously Sega's programmers have kept the scenario and action along the same lines as the original, only they've made it ten times better! Really!! The Sonic sprite is bigger, the nasties are bigger and more vicious, and there are even more routes through each level.

A great new addition to the loop-the-loop sequence is a terrifying Moebius strip, which must be negotiated at full tilt to keep Sonic from falling off. On top of that, there are oddly angled 'bumpers' to shoot him off all over the place!

Collecting rings is still the aim of the game, but they've been placed in some pretty damned impossible places, and in the level I played, there are loads of secret underground and underwater passages, waterfalls and rivers.





Are you up to it?


Will Sonic survive the Moebius Loop?

Robotnic appears in a helicopter, which lands on a Mole vehicle. Sonic has to bump his head, avoiding both the vehicle and the mole's earth cutter which is fired at him. Success destroys the ground vehicle and the defeated Robotnic flees in the chopper for another day.

The music in this sneak preview is the same as the original - we don't know if that will be the case when it's released. What is sure though, is that Sonic 2 is a surefire winner!

WIN 5 BRILLIANT SONIC 2 BADGES!

As a mega-special treat for SEGA FORCE readers, Sega gave us five Sonic + Tails badges to give away! The badge is coloured enamel, shows the two mates peering around the number 2 and looks totally brilliant. If you want the chance to get your hands on one before anyone else, just answer the simple questions below and send your answer on a postcard to GIMME MY SONIC 2 BADGE, SEGA FORCE, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.Get your answers in by July 11 and the first five correct entries'll win the badges, so start scribbling now!

1. On what day is Sonic 2 set for worldwide release?
2. What is the name of Sonic's new mate?
3. Which bad guy's gonna be hassling Sonic from a helicopter in Sonic 2?

A SPLASH OF GOLD!

You've got all the SEGA FORCE lowdown on Sonic 2, but more red hot Sega news has been announced for the Summer, in the form of a double licence deal between Sega and US GOLD! As a result of the deal, Us Gold's 'licence of the year', Olympic Gold will be bundled with the Master System and Mega Drive from day one of its UK release.

In the Master System package, new buyers will get Olympic Gold plus Alex Kidd and an extra controller for just £79.99, with the existing Sonic and Alex Kidd bundle being sold alongside it at the same price.

On the Mega Drive front, you'll get the Olympic Gold game bundled in for £129.99, the same price as the current Sonic pack which will also continue. There're no plans for a Game Gear Olympic package but, seeing as the Olympic Gold game isn't actually due out until June, the MS and MD versions will either be unreleased or brand spanking new when they appear on the bundles!

US Gold has already announced it will be advertising the Olympic Gold game during the big event, so keep your eyes glued to the gogglebox, look out for the superb bundles when they hit the streets and remember where you got all the hottest news from first - SEGA FORCE!



Having a royal fetish for flying carpets, ADRIAN PITT pops over to Persia for a spot of sheikh and vac. Little does he know, yet another royal bimbo's gone an' got herself into strife. (1001 Arabian nights of torrid passion, here I come! —Ade.)

Time to come clean, Master System owners. I reckon there are thousands of you who wish you could plonk your 'ikkle 8-bit buddy into a bag-load of compost in the hope it would rise rampantly outta the Fisons and transform into a great, nay, positively grandiose Mega Drive! (Go on, own up! You can't deny it, I've been watching ya!)

To be honest, the humble old Master System's rarely pushed to bursting point — am I right or am I right? (Errr... I'd say maybe you were right! — Ed.)

Mega Drive owners everywhere prance about, noses in the air, pooh-poohing the MS, its graphic and sonic capabilities. Well, the 8-bit posse ain't gonna take this flak no more! There's trouble in them thar hills! It's time to make a stand! Time to fight back! Time to grab those MD owners by the pixels and show 'em what's what! It's time for *Prince Of Persia*...

WOW! Worra game! It just goes to show the wee Master System's more clever than it looks!

PRINCE OF PERSI

Here we have top-notch graphics, barnstorming animation, atmospheric sound, addictive and challenging gameplay — all crammed into one nifty little package! You couldn't ask for more! (Well, you could but you'd be damned greedy!!).

Swashbuckling ahoy!

The scenario could've been plucked straight out of one of those warty old *Sinbad* movies they churn out on the gogglebox every other Christmas. Make sure your buckle's ready for a rip-roarin' swash, kiddo, 'cos you're the Persian Prince and the task in hand's not one to be sniffed at!

Where there's a good guy you can bet your last rupee there's a nasty piece of work hanging around like a fart in a Mini Metro! In this case it's his Royal Ugliness, the Grand Vizier, a sexually deviant dude who's about to lay his paws on a beautiful, flaxen-haired princess.

Talk about being forward! He's already lured her into his bedroom! But promises of passion soon disappear in a puff of smoke. It's a quickie engagement *he's* after. The princess has just 60 measly minutes to agree to marriage or Vizzy will take her — *and* her belongings — lock, stock and barbecue. I ask ya!

Guide our Princely chum through the 12 increasingly hazardous levels that make up the Vizier's castle; out of the dungeons, through the palatial chambers and into the baddy's boudoir to free the princess. Grab a kiss, a cuddle and anything else beneficial to increasing the world's population! Remember, take longer than a hour and you'll be a page boy rather than a prince! Don't you just love weddings?!

The front end to *Prince Of Persia*'s great. There's a nice, oriental title tune and a slick animated sequence showing Vizzy leering at the blue-blooded beauty. He casts one of his evil spells, an egg timer appears and before you can say, 'Get your top quality flying carpets here, madam!', he storms out of his bedroom in a well serious huff!

Awesome animation

The options screen allows you to alter the duration of the quest. First-timers are advised to stick with 60 minutes. Hardened gamesplayers (masochists, in other words!) can try for 30 or a mere 15 minutes.

You receive three units of energy per life, though this too can be changed, to one or two units. Lives are infinite, though — it's only the clock that's against you. If your energy units are zapped, you return to the start of the level.

The first thing that grabs you is the stunning animation. Every frame from the PC version has been used. A considerable achievement indeed when you consider our hero alone has 248 individual frames to his name!

Watch as he walks, runs, shuffles, squats, jumps, leaps, scales huge brick walls and hangs onto ledges by his Elastoplasts! All animation was originally taken from video footage, digitised then made cartoon-like. It's awesome!

I was worried the control method was gonna be tricky. Fortunately, it's a dream! The main sprite's *really* responsive. Press left or right and button [2] to leap, button [1] to shuffle, up and button [1] to cling for dear life to cold concrete!

Let's get physical!

As you might have guessed, the castle's not all red carpets and candlesticks. Anything but! It's choc-full to the battlements with booby traps and obstacles, placed willy-nilly by the Vizier himself.

Crumbling platforms and gaping chasms must be leapt over. Spikes have a habit of lunging out of the floor! Don't be hasty — easy does it! A gentle shuffle through 'em and you come out the other

A blue potion to guzzle. If you're missing any energy units, grab this, otherwise save it for a rainy day

What can you say about this one — apart from it's bloody brilliant! I remember this from the computer days and it's made the conversion from 16-bit superbly. Animation's a treat and the sound effect when you run the henchmen through is well rewarding.
Controlling the Prince is simplicity itself, which is pretty damned essential considering the actions he's gotta take to get through the palace! *Prince Of Persia*'s bound to be an absolute smash. MS owners have sure got something to boast about now! *PAUL*



The Grand Vizier's took off with the flaxen-haired beauty. The game's over. You've failed! Nice carpet, though!





Level 7, and the scene's dungeon-like again. It's not necessary to fight that guard at the moment. Leap across the gaping hole under the ledge

A blue potion to guzzle. If you're missing any energy units, grab this, otherwise save it for a rainy day



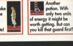
Through the chopper to grab that whopper of a potion. Revitalise princey-poohs, he's out of units



Oh dear! Both doors are shut! There *must* be a pressure pad here, surely?!



Oi! No time for a nap, there's work to be done! Long live the prince! Oh, sorry, he's dead! Time to see how many minutes you have left…



You're on ya own, kiddo! Take the route on the left first, there are pressure pads to activate!

Another potion. With only two units of energy it might be worth getting. But can you kill that guard first?

side unscathed. Watch out for guillotines, they show no mercy! Ever heard the sound steel makes when it slices through bare flesh? Cover yer ears!

En route to the honeymoon suite, you come across a whole host of bloodthirsty beggars, who'll chop your head off as soon as look at you. They're the Grand Vizier's henchmen — and a nasty lot they are, too!

Once the sword's recovered on Level 1, fighting's cinchy! (Well, on the preliminary levels it is!) You have two moves during battle, the thrust (button [1]) and the parry ([2]).

Each adversary has three, possibly four energy units. Obviously, as you slash 'n' hack these diminish — just make sure *your* units aren't disappearing at a faster rate than your opponent's! Death could be just around the corner…

Yet again, animation is fabulous, and sound's good, too. Listen to the clank of metal and swish of swords. Highly atmospheric.

On later levels there are trillions of skeletons to oust. You can't actually kill these fleshless fiends (that's logical, they're already dead, you great dummy! —Ed), but make no bones about pushing them off ledges — they deserve it!

The meaning of life

Life force is *always* under threat, be it from a particularly lengthy sword fight or a fall from a dicey precipice. Fortunately, numerous potions are dotted here, there and everywhere.

Green and blue concoctions are beneficial, restoring all ailments and energy points in the blink of an eye. Others could do some serious damage, sapping your strength in one fell swoop!

When your energy units are no more, the egg timer appears, along with the time remaining to complete the task. It's at this point the question looms: you're on Level 3 with only two minutes left, are the sands of time gonna run dry before you reach the pouting princess?! If the answer's in the negative, you can always quit and start again!

The path to the next level is NEVER clearly marked and that's the joy of *Prince Of Persia*. It's an amazingly addictive puzzle game, with arcade adventure and beat-'em-up elements thrown in. The maze-like passages, trapdoors and pressure pads that access other areas of the castle ensure no two games are ever the same.

Don't worry if you've turned into a right regal impresario. The skilled among you are graced with a password at the end of each level. Thank heaven! It's a great inclusion — no trudging through stages you're sick to death of seeing.

You're in for a testing time from Level 4 onward. More guards, more skeletons, more gaping holes and guillotines! If you make a mistake along the way, it's only after you die you realise where you went wrong. Then you know you're hooked, 'cos you just *have* to play again to get that little bit further.

Persian perfection!

This 16-bit conversion could've been complete crap. Notice I said *'could've'*. *Prince Of Persia* has the makings of a classic. For a Master System title it's a stunner! You soon forget you're playing an MS, it's *that* good!

I saw *Prince Of Persia* in its early stages and met the programmer Jim Tripp. Many a sleepless night and gallons of coffee later, the lad's done Domark proud. He's a perfectionist, without a doubt!



The backdrops and sprites are immensely detailed. Puzzles are in abundance, tricks and traps keep you well and truly on your toes. Don't get too complacent, dilemma after dilemma could slap you in the face at any minute!

Prince Of Persia's instantly playable and totally addictive. If, as a Master System owner, you feel a little outdone by all these great Mega Drive titles that crop up time and time again, buy *Prince Of Persia*! Your MS collection will never be the same again!

I'll tell ya something, Mega Drive owners will buy MS-Powerbase Converters just to play this! Trust me!

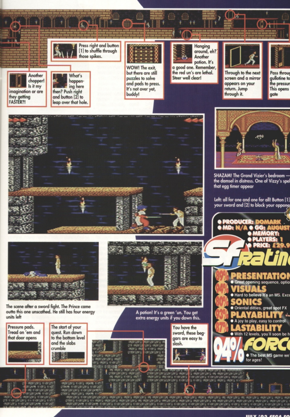
ADE

Ta-rah a bit! Oi! Someone stop that man, he hasn't paid! The door opens to reveal the route to the next level…

Ta-dah! Your sword, one of the most important items in the game. Now go back the way you came and slaughter the guard



One pressure pad opens the door, the other closes it! Time your jumps right, oh regal one!



SHAZAM! The Grand Vizier's bedroom — there's the damsel in distress. One of Vizzy's spells made that egg timer appear

Left: all for one and one for all! Button [1] to thrust your sword and [2] to block your opponent

The scene after a sword fight. The Prince came outta this one unscathed. He still has four energy units left

A potion! It's a green 'un. You get extra energy units if you down this.

● PRODUCER: DOMARK
● MD: N/A ● GG: AUGUST
● MEMORY:
● PLAYERS: 1
● PRICE: £29.99

SF Rating

89% PRESENTATION
● Great opening sequence, options

94% VISUALS
● Hard to believe it's an MS. Excellent

80% SONICS
● Oriental ditties, great spot FX

93% PLAYABILITY
● A joy to play, easy to control

87% LASTABILITY
● With 12 levels, you'll soon be hooked

94% FORCE
● The best MS game we've seen for ages!



USA HERE 'N' NOW

From the midst of Chaos, Doom and Despair, BLACK MARSHAL takes the oath to tell the truth, the whole truth, and nothing but the truth about the latest US scene.

To make sure **Sega**'s role in future technology keeps getting bigger, the new **Multi Media Studio** division has come to life here in the States. Supervising the new off-shoot will be **Ken Balthaser**, former director of software development and employee of **Epyx** and **Atari** way back in the early Eighties.

'We see the Multi Media Studio as the pioneer of future interactive entertainment,' said Balthaser. 'It was established to concentrate on the next generation of games and technology by expanding fully into the realm of high fidelity audio and video with colour, animation, graphics and entertainment.' Phew! Sounds like pretty serious business! Balthaser claims this new division will be responsible for 60% of US **Sega** titles in 1992 and the Studio's first goal is to double its growth and development staff by the end of the year.

'The Multi Media Studio will provide a forum for artists, musicians, game designers and programmers to take technology to a truly unique level,' continued Balthaser. 'We call it "creating the wow factor".'

Courtroom capers

'Maybe we all should become lawyers' Dept: The latest round of lawsuits between **Accolade** and **Sega** hasn't done Accolade any real good at all.

First the judge decided they had to cease making Genesis/Mega Drive games and recall all their cartridges from dealers. Then the distribution part was lifted, which meant existing games could be sold after all. However, a full-blown court case is looming up and in the meantime, it looks like *Double Dragon* and *Super Off-Road* are left in total limbo, except for here in the States.

And if you want to know why all this is happening, it's 'cause **Sega** alleges Accolade's software displayed a message on the Genesis system that indicated it as a licensed product.

Bargains galore

Back at the ranch, **Sega** are tackling **Nintendo** head-on. They lowered the price of the Genesis/Mega Drive console before the holidays and really whomped the Super NES in sales. SNES has a lot of power (and big advertising bucks) behind it though, as well as recognition from all those folks with the NES box, so to really get SNES on the run, **Sega** are lowering their console price AGAIN! What that means is that the MD's now available in the States for $129.95 — substantially less than SNES's $179.95 (a drop of $20 from last year's introduction). **Sega** are really playing hardball now, though rumour has it **Nintendo** may authorise a copycat price drop sometime in the near future.

There's also the question of the upcoming **Consumer Electronics Show**, since **Accolade** were planning to show off what they consider to be their big game of the year. As a result of the courtroom battling, those plans look pretty much scuppered now. An informed source noted, 'We were planning to show this hot new game on both Nintendo and Genesis platforms, but of course we can't do that now.'

What's the game? Nobody's telling, and unfortunately it don't mean much anyway since the word is that the game ain't gonna be showing anyway, 'cause it needs more developing. Better luck next time dudes!

Sales pumpin'

Word on the street is that Sega is pumping up sales by making sure their carts are more predominantly displayed than the competition. Store managers from a number of the big NY chains confirmed that they've reorganised the carts and standard practice now is to keep all the games right behind the counter where folks pay! It's easier than having empty boxes out on the shelves - space is always a premium in Manhattan. Part of the fun (if you can call it

Marshall's been testing out hotel suites for his stay at the forthcoming CES Show in Chicago. Not too bad, eh? He should pick up some gems for us there on the games front, but he already seems to be doing just fine for himself!







Taking potshots at the enemies on the surface is kid's stuff, but your real problems in Bimini Run come from the depths. There're all kindsa weird creatures down there, and they're hungry!

that) is in having to shove your way to the head of the line just to see what's new in stock. Then the pressure's on for the quick response to the cashier and the handing over of bucks or credit cards!

So what this is all leading to is that whatever carts are smack ahead are going to get the best play, and Genesis games seem to have migrated to this position, leaving the other stuff below eye level and peripheral viewing. Now just so's you don't think this isn't fair, you're right, there's more! Very often the really bad stuff is stuck right there so you see it. More than likely so that some kid sees it and screams for Mum or Dad to buy it and buy it right now!!

The 'TWO' of the One-Two Punch by Sega is that they've set up loads of mini-game kiosks in the stores where gamers can go right up and punch in from a selection. It's designed to totally absorb one player, so there's none of that fear of having others looking over your shoulder and making fun of how your playing stinks! Sega's also been taking their act to shopping centres throughout the country, and you can bet this makes a big difference.

Since we're hooked on sales, let's see what pushes 'em up in the States! Well, TV ads are heavy duty on Saturday mornings, as well as speciality programs (action and sci-fi) that appeal to the video gamer. Cable has a lot of them, with MTV part of the process. More than anything though, the comic books are the ones that are raking in the big bucks!

Bridging the gulf

On a positive note, more and more companies are turning to **Sega**. The latest is **Absolute** (*A Boy and His Blob* etc). One of their first Genesis games is *Super Battle Tank*, a hot simulation of the Gulf War with digitised images and sound. We'll get you more news on that one as it develops.

Here are three hot games to take a fast look at now. Check out *Bimini Run*. The hero, Kenji O'Hara (shades of name cross-dressing), pilots a speedboat in pursuit of the baddies who've captured his twin sister, Kim. Damn that Dr Orca!

You take on all kinds of watery enemies as you pilot the boat toward Orca's secret hideout. Besides the somewhat pedestrian ships, sailboats and choppers, there are strange underwater creatures who pop up for a snack as well. Keep an eye on both the instrument panel and what's ahead and you'll do okay.

Don't tempt me!

Treco's *Fighting Masters* has a great concept: win or your home planet's blown up! It's a fighting game similar to **Razorsoft**'s *Fat Man* (mentioned in an earlier issue) in that deranged characters fight one another.

There are lots of great moves to learn. Head butts, swipes, overhead snaps, jump kicks, all kinds of punches... Get up and running real quick then smack 'em all. The box even comes with a set of trading cards! *Stormlord 2* should make a lot of Amiga-turned-Mega Drive fans happy. We tracked down **Mike Brazier** of **Razorsoft** and got the latest word.

Turns out it's much more involved than the original *Stormlord* and has a lot of graphic enhancements. Even the name's changed, to *Keeper Of The Gates*.

The plot? You enter Hell itself to rescue the Mystical Princesses. The fun starts when you're taking them back to Heaven, 'cos Satan and his buds chase you every step of the way!

Well, that's me almost done for this time around. There's just time to tell you I'll be at the CES with all the latest games news for next issue. So I thought I'd better check out a few of the local haunts before booking myself in. I don't know, I just don't think the bathroom's my colour.

That said, I've just met my dreamgirl down here! So she looks like a bit of a dumb blonde, sure, but she's got a great personality and who knows, she might just be snapped up for a video game sometime! Whatever, just remember I saw her first!

Catch you next month with the hottest games news this side of the pond!

Diz-zy!

A smart move from the EPA (Environmental Protection Agency) is their plan to stick 'RECYCLE IT, DON'T TRASH IT' text at the bottom of some 150,000 coin-op screens. Since they spend half their time complaining about video games, maybe they'll check out a few while they're placing the stickers and loosen up. Government dudes — sort it out! Game Genie distributors Camerica are planning to release Genesis games very soon. First to hit the streets will be graphically enhanced versions of the NES's Micro Machines, The Adventures Of Dizzy and Ultimate Stuntman. Come on in, it'll be great to have another player in the ring.

Speaking of the Genie, ready for some more codes? Dig 'em.

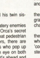
Altered Beast
FT1T-AA5L — infinite lives

Kid Chameleon
KEBT-JAB4 — start at Elsewhere
FT1T-AA5L — no time limit

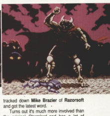
ToeJam & Earl
CV8A-DT2Y — turn all monsters into Santas
5V3T-CLGR — Super Hi-Tops last twice as long







There've been no major tweaks to the earlier Advance Play cart, but Fighting Masters should be on your shelves now!



GO TO THE FLICKS IN STYLE WITH

SEGA FORCE

AND

FIRST INDEPENDENT

Win! Win!

SHORT BACK & SIDES!!

• Ten mega LAWNMOWER MAN sweatshirts and belts must be won!



If you haven't got your fantastic free ODEON Lawnmower ticket yet, tough luck, you've only got yourselves to blame if you didn't get a copy of last month's SEGA FORCE!!

Worth a brilliant £3.75, your ticket'll get you into any weekday showing of the mega Lawnmower Man at your local Odeon cinema and, seeing as the film's already kicked off over here, if you haven't used it already, why not??

Based on a short story by the master of horror Stephen King, this virtual reality epic features totally mindblowing computer graphic sequences and apart from that, it's a flickin' good film! Go watch it and work out whether egghead Pierce Brosnan is the goodie or the baddie for yourselves!

Speaking of which, we know exactly who the good guys are - the incredibly generous dudes at FIRST INDEPENDENT!! Not only did they help us get the tickets sorted for you ungrateful bleeders out there, but they've thrown us some brilliant Lawnmower Man sweatshirts and belts to give away too!

Just answer the cinchy questions below and the first 10 correct entries dragged out of Mat's underpants'll get the gear pronto!

1. Which actor plays the genius Prof in The Lawnmower Man?
2. What computer technology is the film based on?
3. Where's your local ODEON cinema (tough one that, eh?)?

Send your answers on a postcard or something like that to SHORT BACK AND SIDES, SEGA FORCE, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW and make sure you get 'em here by 9 July or we'll send Mat round with his shears! You have been warned!!


WIN! WIN! WIN! WIN! WIN! WIN!
FUN COMPS FANTASTIC PRIZES!
WOW WIN ALL THIS!
THE FUN QUIZ WITH THE BIG PRIZE
CALL 0891 - 424162
WIN
10 WRESTLING VIDEOS!!
YES, IT'S TRUE YOU COULD BE ENJOYING THE BEST ACTION WITH THIS MASSIVE COLLECTION.
CALL 0891 - 424161
WRESTLE FANS CALL NOW!
THE ACME SWITCHBOARD
VICTORIA SNOTTY
SHE'S SO STUCK UP!
0891 - 424167
BILLY BUTT
HE'S A RIGHT HARD NUT!
0891 - 424165
JOKES
LISTEN TO OURS OR TELL US YOURS
PLUS! EVERY 100TH CALLER GETS A JOKE PACK!!
CALL 0891-424168
CALL NICKY HUNT
THE LYING PERSON!
CALL 0891-424166
CALL 'EM NOW!
IT'S FUN
RAGIN' REMOTES!
YOU COULD WIN BOTH THESE FANTASTIC RADIO CONTROLLED WONDERS!!
CALL 0891 - 424164
WIN!! A HOLIDAY IN CALIFORNIA USA!!!
2 ADULTS PLUS 2 CHILDREN
CHANCE OF A LIFETIME
BASK IN THE SUN!
THE CALIFORNIA DREAM
IT'S UNREAL!!
THE HOME OF THE STARS!
2 WEEKS!!
SEE THE REAL BEVERLY HILLS!
HOLLYWOOD
DISNEYLAND
UNIVERSAL STUDIOS
Sea World
Bev Hills
L.A. RAIDERS
CALL 0891 - 424150
ANSWER THE EASY QUIZ AND YOU COULD BE ON YOUR WAY!!
Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or full list of rules is available by sending an S.A.E. to: MEGAFONE LTD, Sandylands House, Sandylands, Morecambe, Lancs LA3 1DG. The maximum length of call is approximately five and a half minutes which will cost £1.98 at cheap rate. Competitors are required to answer multiple choice questions and give a tiebreak answer







MEGA DRIVE md

Advance Play!

FISTS OF

When you need a quick draw on a game, you get the BLACK MARSHAL. But with no manual or game info, can even he figure out the latest from Sage's Creation before deadline?

It's a good thing this isn't an adventure game or there'd be no way to figure out the gameplay without a manual. But since *Fists Of Steel*'s arcade-action, just about everything you need to know can be discovered through serious button-prodding and a few plays.

Once things are sorted, you find out you're up against the worst of the underworld: the Kageki gang. Real bad mobsters! Instead of sensible stealth, you decide to take them on head-to-head and one-on-one inside their own skyscraper headquarters. Starting on the ground floor, you've nine gruelling storeys to get through.

The options allow the setting of difficulty, life-force (up to 40 units) and rounds per opponent. The best control configuration is [A] for punch, [B] for forearm-jab and [C] to jump. Let's go!

Right in the kisser!

Before bruisin' begins, stats for the really *rough* boys are presented for your delight and intimidation. There's Slick, a hitman; Spike, the leader's right-hand man, and the big boss himself. His name's unknown, so's his history. But he looks real sweet. Like a rattlesnake.

Into the game, first up's yer average mob guy. Track after him and punch his face a few times. Jab to keep him at arms' length then let him have it in the kisser. Rooms are larger than the screen and scrolls left and right as you move.

Every time you deck him his energy meter drops, until it hits zero and he's dead and gone. If you haven't set more than one round, it's on to the next opponent.

This guy's tougher and smarter. Since you can punch from the front or behind, it's best to avoid getting stuck in the corner. But nothin's wrong with trapping *him*.

Sushi and saki sustenance

Corners are all rooms are good for. They're filled with stuff that must be nailed down, since the only things you can pick up are bottles of saki and plates of sushi. The first increases hitting power, sushi restores energy. There's an odd fight rule in this one. When a foe's down, you can't move until he gets up again. The same's true of him when you're staggered. It really stinks — you can't keep inflicted damage or grab food and drink while he's gasping for breath. Since when did Queensbury Rules apply to brawling in mob skyscrapers?!

Once the second sucker's out of the picture, the big boss of the floor shows up. This dork usually performs a little routine to show how tough he is. Trouble is, it's true.

Disinfect your gumshield and stock up on deodorant

Utter garbage!

The ground floor boss's a huge mother. He carries a can into the room and smashes it on the floor to show just how mean he is.

The best tactic is to bash him from behind. Leaping's useful to manoeuvre into the right position and is an advantage over the bad guys — they're not light enough on their feet to jump. TOO BAD!

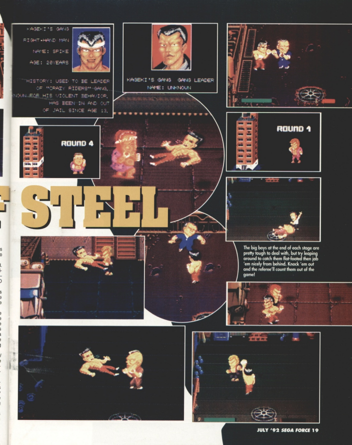
If you take out the floor's boss, a referee pops in to count him out (how thoughtful!). Then the Enforcer comes in, picks him up and tosses the guy out like the garbage he is!

Up to the next floor, the first two opponents are similar to those of the previous one. The boss looks like a gorilla in a nice blue suit. But the nanchuckas he's waving ain't so cool.

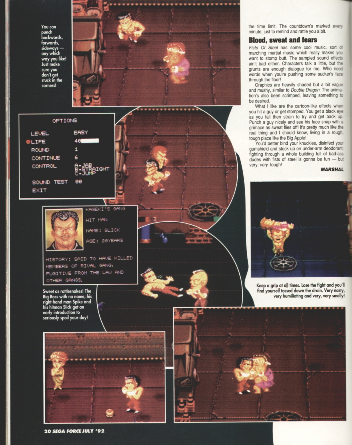
The fourth floor's where it gets *real* interesting. First off, this slick chick tosses booze and grub around. Better be quick — it soon disappears. Nice toga though, she must be an antiquarian freak.

The sumo boss isn't just big and hard to flatten. When you knock him out, he just changes colour and gets up, fully recharged! And every time you punch him down, he recovers some energy as he gets back on his feet! Good thing there are lots of continues...

There's no score, but why bother? All that's important is to take out all the opposition within



The big boys at the end of each stage are pretty tough to deal with, but try leaping around to catch them flat-footed then jab 'em nicely from behind. Knock 'em out and the referee'll count them out of the game!



You can punch backwards, forwards, sideways — any which way you like! Just make sure you don't get stuck in the corners!

the time limit. The countdown's marked every minute, just to remind and rattle you a bit.

Blood, sweat and fears

Fists Of Steel has some cool music, sort of marching martial music which really makes you want to stomp butt. The sampled sound effects ain't bad either. Characters talk a little, but the grunts are enough dialogue for me. Who need words when you're pushing some sucker's face through the floor!

Graphics are heavily shaded but a bit vague and mushy, similar to *Double Dragon*. The animation's also been scrimped, leaving something to be desired.

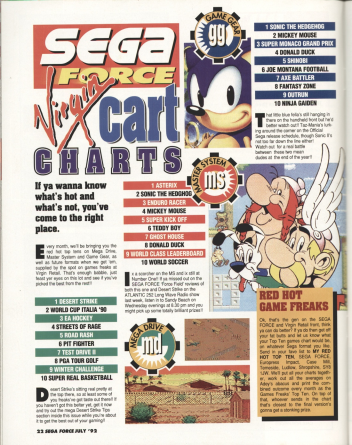
What I like are the cartoon-like effects when you hit a guy or get stomped. You get a black eye as you fall then strain to try and get back up. Punch a guy nicely and see his face snap with a grimace as sweat flies off! It's pretty much like the real thing and I should know, living in a rough, tough place like the Big Apple!

You'd better bind your knuckles, disinfect your gumshield and stock up on under-arm deodorant: fighting through a whole building full of bad-ass dudes with fists of steel is gonna be fun — but very, *very* tough!

MARSHAL

Keep a grip at all times. Lose the fight and you'll find yourself tossed down the drain. Very nasty, very humiliating and very, very smelly!

Sweet as rattlesnakes! The Big Boss with no name, his right-hand man Spike and his hitman Slick get an early introduction to seriously spoil your day!



If ya wanna know what's hot and what's not, you've come to the right place.

Every month, we'll be bringing you the red hot top tens on Mega Drive, Master System and Game Gear, as well as future formats when we get 'em, supplied by the spot on games freaks at Virgin Retail. That's enough babble, just feast yer eyes on this lot and see if you've picked the best from the rest!!

Mega Drive

1 DESERT STRIKE
2 WORLD CUP ITALIA '90
3 EA HOCKEY
4 STREETS OF RAGE
5 ROAD RASH
6 PIT FIGHTER
7 TEST DRIVE II
8 PGA TOUR GOLF
9 WINTER CHALLENGE
10 SUPER REAL BASKETBALL

Desert Strike's sitting real pretty at the top there, so at least some of you freaks've got taste out there!! If you haven't got this belter yet, get it now and try out the mega Desert Strike Tips section inside this issue while you're about it to get the best out of your gaming!!

Master System

1 ASTERIX
2 SONIC THE HEDGHOG
3 ENDURO RACER
4 MICKEY MOUSE
5 SUPER KICK OFF
6 TEDDY BOY
7 GHOST HOUSE
8 DONALD DUCK
9 WORLD CLASS LEADERBOARD
10 WORLD SOCCER

Ix a scorcher on the MS and ix still at Number One!! If ya missed out on the SEGA FORCE 'Force Field' reviews of both this one and Desert Strike on the ATLANTIC 252 Long Wave Radio show last week, listen in to Sandy Beach on Wednesday evenings at 8.30 pm and you might pick up some totally brilliant prizes!!

Game Gear

1 SONIC THE HEDGEHOG
2 MICKEY MOUSE
3 SUPER MONACO GRAND PRIX
4 DONALD DUCK
5 SHINOBI
6 JOE MONTANA FOOTBALL
7 AXE BATTLER
8 FANTASY ZONE
9 OUTRUN
10 NINJA GAIDEN

That little blue fella's still hanging in there on the handheld front but he'd better watch out!! Taz-Mania's lurking around the corner on the Official Sega release schedule, though Sonic II's not too far down the line either! Watch out for a real battle between these two mean dudes at the end of the year!!

RED HOT GAME FREAKS

Ok, that's the gen on the SEGA FORCE and Virgin Retail front, think ya can do better? If ya do then get off your fat butts and let us know what your Top Ten games chart would be, on whatever Sega format you like. Send in your fave list to **MY RED HOT TOP TEN**, SEGA FORCE, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. We'll put all your charts together, work out all the averages on Adey's abacus and print the combined outcome every month as the Games Freaks' Top Ten. On top of that, whoever sends in the chart that's closest to the final version's gonna get a stonking prize.



THE GREATEST EVER SPORTING CHALLENGE
110M HURDLES - MD
SPRINGBOARD DIVING - MS/GG
HAMMER THROW - MD
POLE VAULT - MS/GG
200M FREESTYLE SWIMMING - MD
100M SPRINT - MS/GG
ARCHERY - MD
Barcelona'92
© 1988 COOB 92 S.A. TM
SCREEN SHOTS FROM :
MS - MASTER SYSTEM
GG - GAME GEAR
MD - MEGA DRIVE
Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the console's specifications.
OLYMPIC GOLD
U.S. GOLD
OFFICIAL LICENSEE
Enjoy Coca-Cola
REGISTERED TRADE MARK
SEGA
SEGA MEGA DRIVE
Master System™
GAME GEAR
COPYRIGHT © 1988, COOB '92™. "With the kind permission of the COOB '92, S.A." "SEGA" is a trademark of Sega Enterprises Ltd. 'Coca-Cola' is a registered Trade Mark of the Coca-Cola Company. © 1992. All rights reserved. U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham, B6 7AX. Tel: 021 625-3366.



If you're after good sized sprites, then you've come to the right place with Indy!

Reviewed!

What is the secret of the Grail? Who does it serve? As long as it's got lager in it, MAT YEO couldn't give a monkey's! But we know a man who could!

The man with the hat is back (and I'm not talking about Paul Mellerick!). From the third Indy film comes an instant Game Gear classic; the smallest screen of all does real justice to the famous adventurer.

Like the film, Indy's mission's to grab the Holy Grail before the Nazis do, which takes him on a trek through some of the most dangerous places in the world. Why the Grail couldn't be hidden in somewhere like Surrey's beyond me!

US Gold have done an excellent job converting the film to a handheld machine. The characters look great — Indy's even got his trademark hat, coat and whip.

You're thrown straight in at the deep end, amid a series of underground caves. Indy's gotta race through, grab the old Cross of Coronado and find the way out smartish!

There are some great touches to this Indy adventure

Oh what a circus!

Along the way, pick up extra whips and make it to markers — time's constantly running out so get there pronto! The markers also record your position so you restart there if you die.

Our hero's only got a small amount of energy so watch out, he can lose it in so many ways. Long falls, bullet wounds and hitting the roof all sap his strength. Go easy!

Onto Level 2 and it's time to board the train! Racing along the roof of a circus train, you've gotta jump gaps, kill villains and dodge circus animals. These pesky critters have a habit of popping up through the roof when least expected!

Level 3 takes you to the catacombs beneath Venice. Race along the deserted, maze-like corridors and find the way out. Like the first level, you explore using a combination of ropes, platforms and jumps.

This is where the real skill lies. You'll need to know the controls like the back of your hand if you want to come out of it alive! Timing's crucial as this level's pretty tight can just about be completed in time, just don't hang around! To make matters worse, rats and fireballs are always getting in the flickin' way!

Rats!

Level 4 sees you scaling the outside of a Nazi-infested castle. Timing's essential here, too, and the rats are out in force, so watch the floor!

Later levels are even trickier and include the Nazi airship. All the major movie scenes are represented — they should bring back some superb memories indeedy!

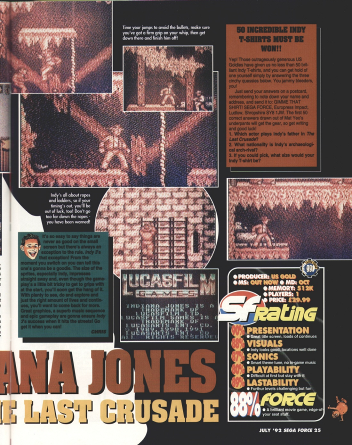
There are some great touches to this game, making it a real beaut to play. You get a whole heap of lives and continues, and even though it's a bit tough to start with,a little bit of trial and error should see you through. Whatever, it's well worth the effort,-

The sprites look good, all the characters well defined and colourful, the theme tune sounds just like the real thing and adds to the feeling you're playing a cracking game.

Indy 3's a great platform game and the Game Gear deserves it! It's also good to finally see a film-based game done well and in the spirit of the movie. Grab your hat and coat and rush off on the adventure of a lifetime!

MAT





Time your jumps to avoid the bullets, make sure you've got a firm grip on your whip, then get down there and finish him off!

50 INCREDIBLE INDY T-SHIRTS MUST BE WON!!

Yep! Those outrageously generous US Goldies have given us no less than 50 brilliant Indy T-shirts, and you can get hold of one yourself simply by answering the three cinchy quessies below. You jammy bleeders, you!

Just send your answers on a postcard, remembering to note down your name and address, and send it to: GIMME THAT SHIRT! SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. The first 50 correct answers drawn out of Mat Yeo's underpants will get the gear, so get writing and good luck!

1. Which actor plays Indy's father in *The Last Crusade*?
2. What nationality is Indy's archaeological arch-rival?
3. If you could pick, what size would your Indy T-shirt be?

Indy's all about ropes and ladders, so if your timing's out, you'll be out of luck, too! Don't go too far down the ropes - you have been warned!

It's so easy to say things are never as good on the small screen but there's always an exception to the rule. *Indy 3*'s that exception! From the moment you switch on you can tell this one's gonna be a goodie. The size of the sprites, especially Indy, impresses straight away and, even though the gameplay's a little bit tricky to get to grips with at the start, you'll soon get the hang of it. With plenty to see, do and explore and just the right amount of lives and continues, you'll want to come back for more. Great graphics, a superb music sequence and epic gameplay are gonna ensure *Indy 3*'s success when it hits the streets! Go get it when you can!

CHRIS

ANA JONES
E LAST CRUSADE

GAME GEAR 99

- PRODUCER: US GOLD
- MS: OUT NOW
- MD: OCT
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £29.99

SF RATING

90% PRESENTATION
- Great title screen, loads of continues

88% VISUALS
- Indy looks good, locations well done

87% SONICS
- Smart theme tune, no in-game music

80% PLAYABILITY
- Difficult at first but stay with it

89% LASTABILITY
- Furthur levels challenging but fun

88% FORCE
- A brilliant movie game, edge-of-your seat stuff.



You need fast feet and a firm pole for this evnt. The computer shows you how. (MS)



Option screens let you pick any event. Practice first, then go for the main event. (MS)

MEGA DRIVE md

MASTER SYSTEM ms

Reviewed!

MATT YEO thought outdoor games meant taking his Mega Drive into the garden until he saw OLYMPIC GOLD! Put those flickin' knees away — now!!

The only thing I know about Barcelona is that song by Freddie Mercury and the large singing frock. Apparently, there's going to be some kind of event there this summer called the Olympics which, as far as I'm concerned, are just a handy stop-gap between World Cups!

What's more, we usually do pretty damned badly, barely getting a whiff of a gold medal, let alone winning one. Now, I'm not one to run my country down (cue theme from *The Dambusters*), but let's face it, we seem to do better in the Eurovision song contest these days!

As there's a major sporting event coming up, there must be a matching sports sim. But don't get me wrong, *Olympic Gold*'s totally excellent — it's just I'm so completely naff at it! When I was younger I had to get a friend to help me with the running on the *Track and Field* coin-op. I was that bad!

Start at the bottom...

Olympic Gold's great fun and well playable. It looks great on both systems and there are only a few niggling differences between them.

Skip past the title screen (blatant advertising on display!) and you get the first options screen. Start by choosing the type of event you want to compete in, Training Session, Mini Olympics, Full Olympics or Olympic Records. The scores (on the doors) here are for real, so you can take on the world's top pros!

There are seven events to choose from: 100 metres, pole vault, diving, swimming, archery, hurdles and hammer throwing. All take some getting used to.

Each event has difficulty levels tagged onto it so pick the one that suits you: Club (easy), National (normal) or Olympic (hard). It's best to start on the easy levels and work your way up — you'll need all the practice you can get if you're to stand a chance of winning at Olympic standard!

Pain in the bum!

The controls can be a real pain in the backside at times but keep plugging away and you soon get to grips with them.

You'll be hard pressed to stay near the top of the table

The 100 metres is fairly straightforward. Build up your speed by whacking the hell out of two buttons, [A] and [B] on the MD, [1] and [2] on the MS. Try to get off to an early start and keep a good lead.

The time to beat's displayed at the bottom of the screen and you'll need to beat this in Full Olympics to qualify for the next event. In most events your speed's shown as a bar in the top right-hand corner. Keep an eye on this, as top speed's a must! Hammer throwing's a doddle! Spin as fast as you can three times and let rip with that ball! Archery's another fairly easy event. Pull back on the bow, aim the damn thing and get the bullseye (super, smashin', lovely).

Hurdles is basically the same as the 100 metres, only remember to jump over the hurdles and not through them, like me (oh, the shame of it!).

Pole in hand...

Pole vaulting takes a whole heap of practice. Run along, pole in hand (madam), pull down then up-left, press the button to let go, and finally, down! It sounds like a lot to remember — and it is! Again, practice is the keyword here.

Moving swiftly onto the water events, swimming's just water-based 100 metres. Try to keep up an average speed as your stamina level tends to go down far too fast. You only need to do four laps of the pool but remember to time your turns correctly.

OLYMPIC



I'm glad Mat mentioned *Track and Field*. Yep, I remember losing many a fingernail trying to keep that blasted speed up. That aside, I loved the game and *Olympic Gold*'s every bit its equal — only with a lot more variety! Most of the events are pretty self-explanatory but the ones that aren't, like archery, pole vault and diving, are even more of a challenge! The controls won't take too long to master and the game looks superb on both systems. Winning a gold medal's well worth it for the national anthems and even though some of the events are a doddle, you'll still be hard pressed to stay near the top of the points table. *Olympic Gold*'s been well put together to create a challenging, fun outing which you and your mates will want to keep going at for a fair while. **ADE**

And finally the diving rears its ugly head! Run along, jump in the air, spring off the board, perform a double-triple backflip and finish off with a spectacular belly-flop!

Keep at this and the judges' marks'll slowly creep up as you work through four compulsory and a freestyle dive.

Slap it in!

Inevitably, the Mega Drive has better graphics and overall playability. But don't worry, the Master System's no slouch and there are some great effects on both games: the starting pistol at the beginning of most rounds (don't start too soon!), the waving crowds, and of course, the anthem when you get your hands on a gold medal!

If you're a sports fan, games freak or fan of the Olympics, you're gonna love this. Don't be put off by the controls, you'll soon get the hang of them and want to play *Olympic Gold* again and again.

Most of us won't be lucky enough to go to Barcelona this summer, so put on those shades, knock back the Sangria and slap *Olympic Gold* in your console instead! It's a stormer!

MAT

GOLD

It's time to slip into somethimg cool. Get off to a quick start but keep an eye on that stamina. (MS)

No special tips here, just run like the clappers! (MD)

MS

- PRODUCER: U.S. GOLD
- GG: JUNE ● MD: OUT NOW
- MEMORY: 256K
- PLAYERS: 1-4
- PRICE: £34.99

SF Rating

74% PRESENTATION
- Different events, difficulty options

75% VISUALS
- Good backgrounds and animation

62% SONICS
- Naff in-game tune, okay effects

78% PLAYABILITY
- Easier controls then the Mega Drive

82% LASTABILITY
- Compete time and again for the Gold!

94% FORCE
- A smart sports game for a super-nova summer!

MD

- PRODUCER: U.S. GOLD
- GG: JUNE ● MS: OUT NOW
- MEMORY: 512K
- PLAYERS: 1-4
- PRICE: £39.99

SF Rating

80% PRESENTATION
- Useful menus, option screens

79% VISUALS
- Reasonable animation, colourful

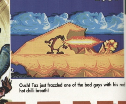
64% SONICS
- Lousy tune, spot effects

76% PLAYABILITY
- Awkward. Smash those buttons!

85% LASTABILITY
- Keep coming back to win!

82% FORCE
- A great sports sim. Highly competitive.

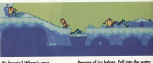




Ouch! Taz just frazzled one of the bad guys with his red hot chilli breath!

TAZ-MANI





It's freezin'! Where's your bodywarmer and Thermos flask, Taz?

Beware of icy ledges. Fall into the water and you lose vital energy points

Reviewed!

'Better the devil you know', so they say, but as ADRIAN PITT found to his cost, this critter's lean, mean and totally obscene!

Ladies and gentlefolk, boys and girls, sc-roll up, sc-roll up! Good old Sega have bloomin' well done it again! Every so often they take the console world by storm and pull a huge, nay, humungous ace outta their sleeve.

Taz-Mania's most definitely their trump card at the moment as far as *I'm* concerned. You're a silly little devil if you miss this one — it's a real corker!

We all love to sit and watch cartoons once in a while (go on, admit it, even *you*, Grandad!). The chaos, the mayhem, the frantic, colourful animation, and best of all, the laughs. *Taz-Mania* has 'em all! And what's so mind-blowingly clever is *you* star in and take control of your very own *Taz-Mania* cartoon!

Fair dinkum, mate!

Ever had a good look at Australia? What's the name of that fiddly little speck? Ya know, the bit shaped like Jimmy Hill's chin that's gone and dropped off the bottom? Tasmania, of course! And logically, that's the destination for this multi-level platform romp.

You take control of our hairy hero, a fat and furry Tasmanian Devil, whose one and only fetish in life's for all things egg-shaped! You see, once upon a time, the island was choc-full to bustin' with giant prehistoric sea-birds.

Levels of mayhem to be explored and mapped

Their eggs (Edwina Currie take note!) were *so* huge, they could feed a family of Devils for 12 months or more, no sweat! Sadly, these titanic twitterers are now extinct and have been for many a year. Or at least, that's what everyone was led to believe...

The opening sequence to *Taz-Mania*'s great! The humour element hits you straight away. Taz zooms onto the screen, picks up the 'S' of Sega and wolfs the whole thing down in one fell swoop!

Grandpa Taz narrates the story and the moment his son hears the legend of the lost valley, where the last of the gargantuan birds are said to live, he's off like a shot!

The options screen allows the choice of difficulty level, Easy or Hard. Select Practice Mode and you're given a taste of things to come! Get used to the feel of the control mechanism and make a mental note of all those important nooks and crannies. At the start of each of the 18 levels a Technicolour map of the island appears. This charts your course over hill and dale, river and lake, mountain and desert. And it's to the hot and humid plains of the Tasmanian wasteland we go first...

Have a whirl of a time!

Taz must jump gaping chasms, race across craggy precipices and negotiate deadly quicksand en



Left: Having crossed the desert, you must oust two lilly-livered lizards in a pick-up truck! Bounce on the back of the truck and it explodes!





Several parts of the factory have high voltage electric current flowing through 'em. Here, Taz pulls one of the levers and shuts down part of the electricity supply. He won't get fried now!





Above: Taz can bounce off these to cross ravines or jump to higher ledges





Press [B] — the whirlwind's needed to flatten the mouse and penguin...

Great! I spy some nice juicy fish! Food for penguins? No! Walk over 'em to stuff ya face!

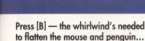
Oh no! Taz went for a spot of skinny-dipping and ended up an ice cube!

route to the end of the level. Press [C] and with a quick flick of his tail, our daredevil executes a mighty leap. Those ridges and crevices are no match for this athletic whirlwind.

Speaking of which, press [B] and Taz whizzes across the screen at terrific speed, arms and legs flying here, there and everywhere! The longer you keep [B] pressed, the faster he goes. Useful to access those hard to reach places or exterminate desert deadheads.

And there are plenty of 'em, too! Squid-like creatures with googly eyes, 'all walking, all stalking' boulders with more mouth than trousers...! They're forever getting in the way, determined to zap that all important energy.

A fall from a great height or collision with a piping-hot geyser leads to loss of life force, too. Units remaining are shown by way of a diminishing bar.



Mineral water, sir?

Fortunately, there are numerous water bottles dotted around the desert. Walk over 'em and Taz guzzles the lot, rolling his eyes and rubbing his tum in delight.

Having seen what the first round has to offer, you soon realise later levels have to be something extra special. *Taz-Mania* plays like a dream and looks absolutely stunning. These are *the* best cartoon graphics I've seen on the Mega Drive.

The animation of Taz himself is superb. The way he runs, jumps and leaps are all true to cartoon tradition. Incredibly humorous and a joy to watch.

If you leave Taz to stand a while, he gets extremely annoyed and starts to fidget. He spins, stamps his foot, scowls and lets out the most enormous growl! Terrific!

Acme trouble — spot on!

Next on Taz's list, the Head Quarters of the world famous gadget-making company, Acme. A plethora of rotating blades, fiery furnaces, steel plungers and conveyor belts are set to dazzle and daze.

Race through this level, as there's a good chance you'll get your whiskers singed if you dilly-dally. Don't forget to turn off the electricity supply in certain parts of the building or it's fried Tasmanian Devil for tea, kids!

Not only are the main sprites a pleasure to nose at, the backdrops are tremendous, too. They add depth to the gameplay and are incredibly atmospheric.

The soundtrack contributes immensely to the overall cartoony feel of the game. Quirky ditties



The end-of-level git, Jungle Boy.

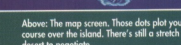


Above: Press [B] to whirl, it's the easiest way to kill adversaries



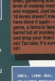


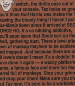
Above: The map screen. Those dots plot your course over the island. There's still a stretch of desert to negotiate…



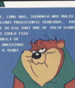
Below: In the Acme factory, Taz negotiates metal presses. Be careful, it's easy to slide under and get squashed!







I hate to agree with Adrian but *Taz-Mania*'s a stormer! From the moment you flip that 'on' switch, the thrills ooze out of your console. Taz looks so good you'd think Rolf Harris was inside the TV drawing the bloody thing! I haven't put *Taz-Mania* down since it arrived at SEGA FORCE HQ. It's so blinking addictive, you'll soon leave that *Sonic* cart on the shelf, gathering dust. There's level after level of madcap mayhem to be explored and mapped. Just because there are only 18 levels doesn't mean it's a doddle! Sega have done it again — a wacky platform game, a famous face and more fun than a barrel full of monkeys. Stop your grinnin' and drop your linen! Make sure you check out *Taz* now, it's sure to be a worldwide hit! **MAT**



run throughout — real 'loony toons' if ever I heard 'em! They add a sense of occasion when you act to your advantage, but are quick to put you in your place when the chips are down!

Taz-Mania is huge! Later levels include a trek across the Arctic — dice with death and dodge penguins a-plenty! Watch as Taz moonwalks across the icebergs and gets frozen in an ice block when he falls in the water.

The jungle's next, with loadsa trees to climb, mice with bows and arrows and Taz-eating vegetation to oust.

The mine has to be one of the toughest levels to complete. Climb into the mine car, safety hat and all, and explore the caverns deep underground. Split-second timing's needed as you dodge the break-stops, duck metal girders and leap wide ravines. Then travel by lift and spend what seems like an age trying to reach the surface and daylight once more.

Devilish fun and frolics!

I could rave on and on about *Taz-Mania*, but I'm running out of room! The attention to detail and dozens of neat little touches make this a rip-roarin' classic. Eating bombs and chilli peppers, sliding backwards on ice blocks, going hell for leather in the mine car and gobbling food like there's no tomorrow, it's all tremendous fun and has to be seen to be believed!

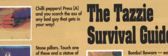
Game difficulty's spot on, with just the right amount of lives and continues. The frustration factor's high. If you make a boob, you just *have* to return to the same spot and get things right!

As you've probably gathered, I love *Taz-Mania* to bits! Our screenshots only show the half of it! If Sega decide to promote this dastardly dude in the same way they have Sonic, our likkle blue buddy could end up a crumpled mass of spikes on the hard shoulder! Miss this and weep!

Yo, Sonic! Here at last, a guy on your level. He's mean, he's bad — he's a Tasmanian Devil!

ADE

The Tazzie Survival Guide



Chilli peppers! Press [A] and you scorch the ass of any bad guy that gets in your way!



Stone pillars. Touch one of these and a statue of Taz appears, saving your current position. When you lose a life, you return here rather than the start of the level

Grab a star and eat it. You become invincible for a short time

You start with three lives. There are loadsa extra power ups, if you're willing to search for them



Bombs! Beware — eat these and BOOM!, you turn into a pile of soot. Vital energy points are lost…



Food and water. Simply walk over 'em to eat. You can also pick these up and chuck 'em at the baddies!

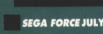


- PRODUCER: SEGA
- MS: FEB • GG: OCT
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF RATING

85%	PRESENTATION	Intro screens, map, continues
97%	VISUALS	The best yet! Superb animation
89%	SONICS	Humerous ditties, mind-blowing FX
95%	PLAYABILITY	Amazing! It's a joy to play and control
92%	LASTABILITY	18 totally addictive levels
96%	FORCE	You ain't seen nothin' yet. Buy it to believe it!







CLUB SPECIAL!

WIN FANTASTIC GAMING GEAR WITH SEGA FORCE Special Reserve

Who says we don't cater for all you different Sega drivers out there? Get a load of this lot and you'll soon change your mind! Thanks to those incredibly generous dudes at the **Special Reserve Games Club**, here's your chance to win some fabulous stuff for your Sega, whether it's a Mega, Master or Game Gear!

For Mega Drive owners, there're five brilliant **Beeshu Striker Joypads** on offer, while Master System freaks can get their hands on one of five superb **Sega Light Phasers**. Game Gear owners? Yep, there's something here for you too, in the shape of five fabulous **Gear Master Converters** and **Beeshu Magni Gears** to increase your playing power!

On top of that, each of the fifteen incredibly jammy winners will receive a year's membership to the Special Reserve Games Club, where you can get hold of all the top software and hardware on all formats at amazing discount prices. As a member, you'll also get the Special Reserve full colour, bi-monthly club magazine, NRG, giving you the lowdown on all the latest super savings. 100,000 Club members can't be wrong, so with SEGA FORCE and Special Reserve, you're onto a real winning combination!! If you wanna know more about the Club, why not ring 0279 600204 and ask for a free 8-page colour catalogue now!

Ok, here's the lowdown! If you want to walk away with one of these mega prizes, all you've gotta do is complete the catch phrase below in no more than 12 words and send it on a postcard to **SEGA FORCE CLUB SPECIAL**, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.

I think SEGA FORCE and SPECIAL RESERVE are totally brilliant because..................

The five most original (or totally off the wall!) slogans on each format'll get the goodies, so don't forget to state which game's format you've got, or we won't know what prizes to send you. Jeez, do I have to tell you everything?? Oh yeah, and if anyone out there still doesn't think we cater for everyone, let us know and we'll send the boys round to put you straight!!

The Pittstop

Playing Tips!

Ever trudged aimlessly through game-freak alley, bitten by the gamesplaying bug? ADRIAN PITT's got the serum and he'll stick it right where it hurts! If ya wanna be cured, step this way. If not, get ya ass outta here...

The Sun 'Ain't Gonna Shine Anymore, for those of you who are still knee-high to a flip-top pedal bin, is a tuneful little ditty crooned many moons ago by the incredibly hip and trendy Walker Brothers and best describes conditions down here at the PITTSTOP. While the rest of the SEGA FORCE crew sit gloating, with suntans Judith Chalmers would be proud of, *I* resemble the lead singer out of Shakespear's Sister!
Nevertheless, there's light at the end of the tunnel, 'cos...

£150 of software to be won!

The first three people to brighten up my day win a scorchin' £50 software voucher each. And by God they're hot! The best in-game chicanery could win ya mega spondoolies — so get tippin', deadheads!

This month's cheats par excellence are: Rhys Hughes from Essex for MD Ghouls 'N' Ghosts and his help with end-of-level beasties, Adam Comiskey from Southampton for MD Granada X and Stuart Pearson of Huddersfield for GG Lucky Dime Caper. Well done, game-freaks! If you're the silver lining to my far from fluffy little cloud, send your bits and pieces to: PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. And no copying tips out of other mags — I've got you lot sussed!

THE PITT STOP WORKSHOP

SPACE HARRIER

Kevin Miller from **Merseyside** sent in more codes for this fast and furious GG game — and pin-pointed a small error. Take it away, Kev! To reach Stage 10, enter the code: HGDA. For Stage 11, it's AGEC. Level 7 should've read FBHE, **not** FBHA.

THE IMMORTAL

More advice on this ace slash 'n' hack from **Mark Mannell** of **Hemel Hempstead**. Mark says: 'There's one important thing Stewart Newsome didn't tell you. On Level 4, when the three rings have been laid down on the pentagram and the exit appears, pick up Dunric's ring, you need it on Level 7.'

Here are some level codes:

LEVEL 2: 5f3fa10006f70
LEVEL 3: f47ef21000e10
LEVEL 4: b5fff31001eb0
LEVEL 5: f4ffd43000cb0
LEVEL 6: 563ff53010a41
LEVEL 7: c250f63010ac1
LEVEL 8: e011f730178c1

ROLLING THUNDER 2

Here's a game that's reappeared in the SEGA FORCE office. **Jamie Kirkwood** from **Dyfed, S Wales** has some tips for ya! To oust the final boss: when you reach the top of the lift, walk left. A man appears firing a laser. When he shoots high, duck and fire like crazy! When he shoots low, jump over his bullets. It takes about 20 shots to kill him.

Run over to the far left of the screen. The same bloke comes back to life as a robot. Duck, 'cos he fires laser beams at you.

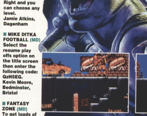
For the first two shots, stay down. Watch out, the next beam travels along the floor. Jump over it. Fire at him whenever possible. 20 shots should see him dead!

Here's the password for the final level: APRIVATE THUNDER CREATED THE POWDER

■ ENDURO RACER (MS)
On the title screen, press Up, Down, Left, Right and you can choose any level.
Jamie Atkins, Dagenham

■ MIKE DITKA FOOTBALL (MD)
Select the resume play offs option on the title screen then enter the following code: QzH5EG.
Kevin Moore, Bedminster, Bristol

■ FANTASY ZONE (MD)
To get loads of extra lives, press Up then Down repeatedly at least 50 times. Start the game and get as much money as possible on Level 1 and enter the shop. You should now be able to buy lives for $1000 each!
Stephen Hender, Hampshire



TWO CRUDE DUDES

Rhys Hughes is a helpful chappie! Hints this time on how to duff up the bosses on this above-average beat-'em-up.

Heavy Snake: This boss is simple. When he appears, avoid the deadly snakes. When he lands, pick him up and throw him. Repeat until he dies.
Master Reaper: He's quite tough. If he goes to the top of the screen, you must go down. When he's finished firing, jump up behind and throw him.
Rhino Man: This is the hardest boss to beat! When he runs onscreen and charges, execute a flying kick and throw him in the air. If you don't carry this out quick enough, he tosses you in the air and slaughters ya!
Tiny Leo: First, beat up Leo in his human form. Then, do the same as you did to Master Reaper. Beware his deadly pounce!
Nail Spider: Fly-kick him off the ceiling then bend down to dodge the nasties he spits at you. Throw him until he snuffs it!

MICKEY MOUSE

Loadsa people are still have probs with this cute likkle game. **Marc Webster** from **Sheffield** (Gutter Snipe's favourite town!) has the solutions to kill some of the guardians.
DOOR 1: When the tree spins around, jump over and wait until it stops. Duck to dodge the stones, then bounce on its head. Repeat this three times to finish it off.
DOOR 2: When the clown jumps next to you, bounce-attack him and land next to the wall on the right-hand side. The clown should jump over you. Hit the wall and land in its original place. Bounce-attack then land next to the wall again. Do this a couple more times and collect the gem.
DOOR 3: See 'Stuck In A Rut!' for this solution.
DOOR 4: When the letter comes out of the book (make sure it's low enough) bounce on it then you're high enough to bounce-attack the guardian. It keeps swapping sides, so watch out! Do this four more times and he kicks the bucket! I hope you got the gem in the middle of the level!
DOOR 5: Remember to get the gem halfway through this stage! As for the clock, it's pretty easy. Stay on the right-hand side and bounce-attack the cogs at all times. When the clock face floats down, bounce on it and repeat until he dies. Can anyone help Marc to reach Mizrabel?
More tips thanks to **Steven Hender** of **Andover, Hampshire**: In the library, when you go down the ladder to the end-of-level guardian, keep pressing left and you should enter a bonus room.

In Toyland, after passing the clowns, fall down the gap and jump right, into the wall. You've found a bonus room. Exit the room and instead of taking the slide, jump onto the top left platform and jump through the wall on the left. You skip most of the level.
A tip from **Stuart Pearson** of **Huddersfield** for GG *Mickey Mouse (Castle of Illusion)*. On the library and clock tower levels, don't collect the unguarded gem. If you do, you won't be able to repeat the level for even more lives.



PAC MANIA

Ben Thomas from **Newbury, Berks** is a fan of dot munchin'. Here are his words of wisdom for this classic 8-bit jaunt.

There are ALWAYS six ghosts, no matter which level you're on. Red ghosts are totally random. They ultimately move slowly toward Pacman. They're not immediately responsive to Pac's position.

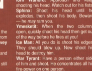
Green ghosts are the most intelligent. They always choose the quickest route to Pac. Purple ghosts follow from behind and nearly always take the same path as our yellow buddy. They're liable to change direction if you jump over them. Green ghosts seem to have one weakness — they don't change direction on a straight path.

The ratio of ghosts *does* change on harder levels, ie, you may find more green and purple ghosts than red. Try to eat all the dots in the middle first (the ones farthest away from the power pills).

Bonuses are linked to the number of dots eaten. In the case of Level 1, you must eat 27 dots for the bonus to appear. Try not to double-back on yourself. Plan the most efficient way of getting to the dots.

For maximum munching satisfaction, sit in a corner near a power pill and wait for the ghosts to come to you!

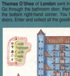
Most of you should know this one by now: to get to the hidden level, avoid eating the power pills on Level 1. When all dots are munched, a bonus icon appears. Grab this and you're transported to the secret screen.





ROBOCOD

Rhys Hughes of **Essex** strikes again! The bosses on this mega platform romp should no longer be a problem. This should help **Deborah Lucas** from **Andover**. Debs, your worrying days are over!!



Teddy Bear:
When the teddy comes down, jump onto an empty platform and hit him quickly. Get down (ow!) and repeat the process.

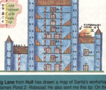
Car:
When the car jumps down, hit his head and run! Repeat.

Queen Of Hearts:
To defeat her, go to the top of the screen then jump on her!

Fat Lady:
Jump on the video then on her head. Pay attention to the one on the left of the screen.

Snowman: When the snowman chucks his head at you, bounce off it then hit his body. Keep doing this to kill him, but watch out for the little snowmen.

Thomas O'Shea of **London** sent in a great tip for *Robocod*: Go through the bathroom door, then approach the statues in the bottom right-hand corner. You fly and come to a set of doors. Enter and collect all the goodies.



Craig Lane from **Hull** has drawn a map of Santa's workshop for *James Pond 2: Robocod*. He also sent me this tip: On the title screen, press diagonally down left, [A] and [C] at the same time. Press Start with all three held down. You find a level select.

FORGOTTEN WORLDS

Tips on how to defeat the end-of-level guardians from **Rhys Hughes of Canvey Island, Essex.**

Paramecium: He's easy! Just stand and shoot at his mouth.

Dust Dragon: Easy as well. Stand still and shoot his heart.

Iorn Warlord: Approach and keep shooting his head. Watch out for his fists.

Sphinx: Shoot his head until he explodes, then shoot his body. Beware — he *may* ram you.

Ymeskelit: When the two columns open, quickly shoot his head then get out of the way before he fires at you!

Ice Man: All you do is shoot his edges. They should blow up. Now shoot his head to destroy him.

War Tyrant: Have a person either side of him and shoot. He concentrates all his fire-power on one person.



GHOULS 'N' GHOSTS

WINNER! VOUCHER £50

Help with some of those big, bad beggars courtesy of **Rhys Hughes of Essex.** Rhys wins a mega £50 voucher for all his other tips featured this issue. Well done, Rhys!

Statue Of Terror: Run towards him, then back. Keep jumping and shoot at his head. Make sure you dodge his fire.

Infernomo: Bend down and shoot his head. Dodge the falling lava.

Mistral Winds: Go towards him and bend down so you hit him in the eye.

The Giant Maggot: He's the most difficult guardian. When the hearts pop out, jump up and shoot them. Beware of the steel caterpillars.

Killer Bee: You must go in a corner and shoot him when he's large, otherwise your fire won't affect him.

Loki: Stand on Loki's feet and dodge the lasers. When he lifts his feet up, shoot his head until he dies. You have now completed the game.

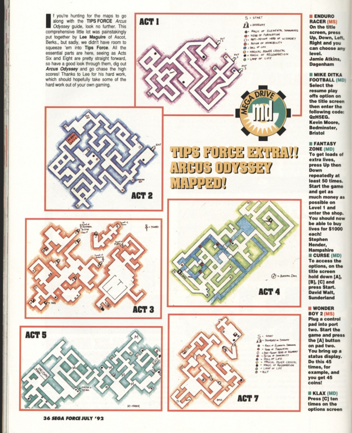
■ RAMPAGE (MS)
Press buttons [1] and [2] together on the Game Over screen to continue. This cheat works three times in any one game.
David Greig, Fife, Scotland

ALEX KIDD IN HI-TECH WORLD

Ray McAllister from **Manchester** is an avid SEGA FORCE fan. He has this little snippet of info. The code to get past the castle and visit the woods at 12:46 is **KepYsOpLRZ**. Thanks a bundle, Ray.

I f you're hunting for the maps to go along with the **TIPS FORCE** *Arcus Odyssey* guide, look no further. This comprehensive little lot was painstakingly put together by **Lee Maguire** of Ascot, Berks., but sadly, we didn't have room to squeeze 'em into **Tips Force**. All the essential parts are here, seeing as Acts Six and Eight are pretty straight forward, so have a good look through them, dig out ***Arcus Odyssey*** and go chase the high scores! Thanks to Lee for his hard work, which should hopefully take some of the hard work out of your own gaming.

TIPS FORCE EXTRA!! ARCUS ODYSSEY MAPPED!



ENDURO RACER (MS)
On the title screen, press Up, Down, Left, Right and you can choose any level.
Jamie Atkins, Dagenham

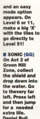
MIKE DITKA FOOTBALL (MD)
Select the resume play offs option on the title screen then enter the following code: QzH5EG.
Kevin Moore, Bedminster, Bristol

FANTASY ZONE (MD)
To get loads of extra lives, press Up then Down repeatedly at least 50 times. Start the game and get as much money as possible on Level 1 and enter the shop. You should now be able to buy lives for $1000 each!
Stephen Hender, Hampshire

CURSE (MD)
To access the options, on the title screen hold down [A], [B], [C] and press Start.
David Walt, Sunderland

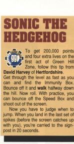
WONDER BOY 2 (MS)
Plug a control pad into port two. Start the game and press the [A] button on pad two. You bring up a status display. Do this 45 times, for example, and you get 45 coins!

KLAX (MD)
Press [C] ten times on the options screen



and an easy mode option appears. On Level 6 or 11, make a big 'X' with the tiles to go directly to Level 51!

■ **SONIC (GG)**
On Act 2 of Green Hill Zone, collect the shield and drop down into the water. Go to thevery far left. Press left and then jump for a needed extra life.
Daniel Bull, London



SONIC THE HEDGEHOG

To get 200,000 points and four extra lives on the first act of Green Hill Zone, follow this tip from **David Harvey** of **Hertfordshire**.
Get through the level as fast as you can and find the Immunity Box. Bounce off it and **walk** halfway down the hill. Now roll. With practice, you can bounce off the Speed Box and shoot out of the screen.

Now you have to judge when to jump. When you land in the last set of spikes (before the screen catches up with you), you're carried to the sign-post in 20 seconds.

LUCKY DIME CAPER

If this little game's driving you mad, **Andrew Warrington** from **Chorley** lends a hand with this assortment of tips.
At the end of stage three in Level 1, there are two stone guardians. You need a hammer to kill them. First, run to the far right-hand side and hit like mad until one crumbles. Move left, but duck the head about halfway. Repeat the same violent vandalism on this head.

On the second level (collecting the dimes), the best tool to defeat all the birds is the frisbee. You should play the Egypt level last so you can collect as many lives as possible to get into the chest rooms. You need them on the final level.

On the first two sections of the haunted house, you should run without stopping until you reach the wall at the end of the dining room. Duck the bone and jump to the next room.

When you find the witch, stand by the object on the table then bash the hell out of her. The hammer is best and a bum-bounce helps. She soon begs for mercy!



GRANADA X

Adam Comiskey from **Southampton** knows all there is to know about this little corker. He wins a £50 SOFTWARE VOUCHER for his troubles!

LEVEL 1: First, it's important you use the map in the bottom right-hand corner. Shoot the red dots shown, starting with the two in the bottom left, then keep going clockwise.

Don't collect the first deflector, it gets in your way when you try to blow the two big steamroller-type things. Kill them by waiting in one of the gaps above or below. Wait for it to go by. Shoot with your big cannon.

Collect the second deflector and shoot it with your big cannon. It should shoot out bullets. When the boss appears, use your small cannon. Keep your eyes on him at all times and watch that he doesn't land on you.

LEVEL 2: Go straight ahead and collect the heatseeker. Go back and take the left wing.

On this level, you have to blow the engines up. It takes four hits with the big cannon.

When you kill everything on the left wing, collect the heatseeker. Go along the pole that extends from the wing and wait at the end. A new weapon floats down. This stays with you until you use your next continue. When the engines are gone, go to the hole at the back of the plane and the boss appears. Only use your big cannon and hit him in the eye. Two hits and he's history!



LEVEL 3: Kill the baddies at the bottom first and work your way up. Use the kick-back from your big cannon to get you out of trouble. To kill the boss, use your small cannon to blow up the rockets on its back. Fire one shot from your big cannon when it opens its legs.

LEVEL 4: Again use the big cannon to get out of trouble. Collect the disks and you can't be attacked from the front. You can reverse and fire your big cannon through parts of the wall. Search around for short cuts.

If you still have a disk, fire it behind the boss and you should kill him. Failing that, just deflect the small cannon off the walls.

LEVEL 5: Collect the ball behind you; this absorbs enemy fire. Take your time with this level. Try to have only one enemy onscreen at a time. Go on the water for a fast getaway. To kill the boss, just fire your cannon at segment one, then two, three, four and five.

LEVEL 6: The only thing you need kill is the boss. Get to the middle of the level as quickly as you can. Don't take the left, it's harder. To kill the boss, just collect the deflectors and shoot them. They then fire. Just shoot in the centre.

LEVEL 7: Keep behind the walls. In-between shots, pop out! Don't waste the nuclear bombs. To kill the boss, shoot the deflectors then stay in the middle of his fire. You *can* shoot his fireballs.

LEVEL 8: Just shoot the enemy clockwise. Start in the bottom left-hand corner. The boss is simple. Blow the pyramid up and a snake appears. Shoot its head and it flies away. As it does this, shoot its tail. Keep repeating this until the sucker's dead!.

LEVEL 9: Do this level a little at a time. To reach the boss you must kill all the flying crosses. Simply blow their legs off, then blow them up completely. Sounds like my kinda level!

Before confronting the final boss, make sure you collect the heatseekers or you won't be able to finish off in time. Now just use your small cannons and heatseekers. Dodge the bullets and before you know it, the game's well and truly completed!



DONALD DUCK'S LUCKY DIME CAPER

Stuart Pearson from **Huddersfield** gives the gen on this Gear Blaster and wins a £50 voucher in the process!

Bear, mallet: Jump honeycake and smack the bear. Repeat back and forth.

Bear, rings: Shoot when he comes Turn around and shoot him. Repeat.

Lion: Jump gap and land just before him. Hit him on the bottom. Repeat when he runs across gap.

Man and fireball: When the fireball's gone, smack the man with the hammer from underneath. It's tricky with rings. Fire upwards and you should do it.

Andes mountain bird: Whichever side it appears, go opposite. When it swoops, hit his bottom. Run to other side, get on platform and hit it again.

Pyramid bird, mallet: Jump on the snake and hit the bird constantly. Watch out because the snake breathes fire. Use rings, fire upwards while on snake.

Ice bird: Stay centre and look out, he sometimes dives diagonally. With a mallet, hit his bottom when on the ice cube. With rings, bounce on the cube. Turn around and shoot the ice block. Return to centre.

Magica de Spell: When the lightning comes from right to left, duck in the left-hand corner and wait for the lightning to pass completely. Very quickly, smack or shoot crystal ball. Run to the left corner.

For infinite lives, die and press down and button [1] on continue screen.

ALEX KIDD IN SHINOBI WORLD

On Round 3, Part 1 of the Robster Section, get the extra life and go up with the whirlwind. Climb the ropes. Halfway up the third rope, look left. There's a huge gap in the blocks. Turn into a fireball and shoot into the gap. Inside, you should find darts and hearts!

Thanks to **Craig Gaffney** and his **Dad** from **New Milton, Hants** for this one!

Here's a great tip from W Bidwell of Kent.

Before the game starts, plug in both pads. Press both buttons, Up and Left on pad one. Press both buttons and Down, Left on pad two. Hold down these keys until the airship appears. Go to the options screen and you should be able to choose a level.

PUTT AND PUTTER

While in Switzerland, **Lee 'Last Level' Dalton** played around with his Game Gear. While on the demo screen, he pressed Start and button [2] and found a configuration screen. There's a key mode, ball knock and total balls display, and a sound test. Cheers, Lee!

SUPER HANG-ON

Michael Mills from **Mid Glamorgan** is a little upset. He's sent tips to other mags and they haven't been printed. So, as I'm a kind, caring, considerate chappie, Michael, I've at last made you famous! Take it away, Mike... Press [A] and Start simultaneously when the Super Hang-On sign first appears. You'll be on a screen where you can alter game difficulty by moving the control pads left or right. You can also move up and down to adjust the time.

PUTT AND PUTTER

More codes for this above-average golfing game from **Davesh Dubal** of **South Woodford, London**.

BEGINNER: Stage 4: SANAT. Stage 7: OAQAW. Stage 10: QATBL. Stage 13: KAWBN. Stage 16: UAZAQ. Clear: PUTTsp.

■ **CHASE HQ (MS)**
Bash the cars at the end of the level. Hit them on the side to stay at the same speed. Don't bash them from behind.
Adam Cook, Peacehaven, East Sussex

■ **SUPER SHINOBI (MD)**
To get loadsa lives, go to Round 4-2, do a shooting somersault to reveal a 2-Up. Collect this and lose a life. Repeat this to gain a life!
Paul Sweeney, Belfast

■ **SPACE HARRIER (MS)**
When you lose all your lives, press the control pad Down and diagonal-left for an extra continue. Don't forget the buttons.
Stacy Roach, Slough, Berks

■ **EL VIENTO (MD)**
During play, pause the game. Press Up, Left, Right, Down and [C]. Unpause and you should have a load of powerful magic. Or press Pause, Up, left, right, down and [A] to move in slow motion. Or to miss a stage: Pause, Up, Left, Right, Down and [B].
Dean Sawyer, Orpington, Kent

■ **TETRIS (MD)**
Press Start then Down for a super-fast game.
James Smith, Cheshire

STUCK IN A RUT!

I've had a great response to my new **'FIRST ADE' section. If you** need help on a game, or reckon you can bail out some poor sod who's struggling, get scribbling — NOW! Mark your envelope 'STUCK IN A RUT!' Right, let's get crackin'...

■ **Philip Bryce** from **Normanton, West Yorkshire** has come to a dead end on ***Shining in the Darkness***. Having passed the 'Trials of Ancients' below the labyrinth, he's now progressed to Level 3.
How does he unlock the cell bars? He has both the keys (dwarf etc) but they don't work. He can't get the light shield otherwise. How does he get from level three to level four? The maps in issue one show the stairway's in a part of the maze he can't reach...

■ **Carl Worrall** from **Leeds** has a major gripe with ***Jewel Master*** on the Mega Drive. Carl says: 'On Level 5, after I go through the church-like level and get to part two, I can't get out of the place! Can anyone help me?'

■ ***Ghost House*** on the MS is giving **Martin Langan** of **South Humberside** severe hassle. He can only get to the third level. Is there anyone out there in SEGA FORCE land who can help him get just that little bit further?

■ A big 'HELLO!' to everyone in **Class 4B** of **Sir John Lillie Primary School** in **Fulham**. Thanks for all your letters, folks. Keep up the good work!
Kiel Wilson would like to know where he can get ***Lucky Dime Caper*** and ***Sonic*** on the MS cheaply. He'd like some tips 'n' cheats too. **Harry Mudge** from 4B is having probs with ***Moonwalker***. He can't get past the enemy's hideout. Your help would be greatly appreciated!

■ **Paul Webb** of **South Glamorgan** is here to help **Sanjay Sharma** who can't fathom out a section in GG *Castle Of Illusion*. As soon as you fall into the pit with the guardian, dodge the first three blocks that fall. Pick up the fourth before the baddie starts moving. Run to the left of the screen and wait.
When he stops moving, run through him and wait again. When he hits the wall, throw the block at his head. You have to jump first. Dodge the three blocks again. Pick up the fourth block as before and clonk him just after he hits the wall. This way you trap him on the left side of the screen. Four hits and he's dead. Cheers, Paul!

■ **Jason Cleaver** from sunny **Surbiton** needs loads of help on that great MD role-player, ***Might and Magic***. Anyone who's an expert, send in your tips ASAP!

■ **Sophie Jones** from **Havant, Hants** would like to help **Chris Peart** of **Devizes**. He wanted to know how to break the pink box in Level 5 of *Alex Kidd in Miracle World*. All you do is walk over it and a ledge disappears. you can now get through the gap.
Sophie also has a tip for **Andrew Hill** from **Chester**, who wanted to know how to oust Janken the Great. Run up to Janken, but watch the blue flame things. In between his firing, hit his head three times. Stand next to Janken, but don't touch him. He should just back off and die.
Thanks to **Daniel Hitchcock** of **Rickmansworth** and **Willy Chambers** who also sent this solution.

■ Having helped a few bods, **Sophie Jones** would now like to know how to find the keys in MS ***Bubble Bobble***. Any ideas?

■ **Ian Galston** can't find the Cave of Fire on MD ***Rings Of Power***. He's looked and looked at 5' 10' (where the note says) but the cave just doesn't appear! He also needs the cave's grid reference. Anyone know it?

■ **Steve Hartley** of **Wilden, Beds** is terribly frustrated! He can't get past the dragon in world six of ***Castle of Illusion*** on the MS. A speedy response would be welcomed!!

■ 'How do I kill the last boss in Neo City in *Shinobi*?' was a plea I had recently. **Daimon Willden** from **Wellingborough** says: 'Use the red ninja, but don't waste any magic.'

■ The ***R-Type*** cheat from Issue 5 doesn't work, as many of you, including **Darren Smith** of **Stourbridge** pointed out. That'll teach me to trust people who seem to think it's clever copying tips out of other magazines! Sorry for any inconvenience caused!

■ And finally, let's make **Stephen Hart** from **Liverpool** famous. He's a Pet Shop Boys fan like myself. A man with great taste deserves to grace my column (oo-er, missus).

Well, the sun may be shining, the birds singing and Mary O'Hara strummin' her harp, but I'm still brassed off! I reckon I need a holiday (you've just had one, matey — Ed). Three weeks in Alicante, with a suitcase full of Velor leisure shorts! Absolutely bostin'. What's the betting, while I'm away, I meet someone from Tipton?! It always happens! Don't forget, keep sending in those bits and bobs of yours. I love a good laugh! See ya!



TIPS SPECIAL

Gung ho! Four scorching campaigns and 25 gruelling missions await you in the blistering heat of the Gulf! If you wanna come out alive you'd better follow Major Mellerick's lead!

Easy peasy lemon squeezy these missions. All you do is just fly by and take out the AAA's and then let a Hellfire go that's it no more radar warnings for you to worry about.

Oooo! I dunno, we've had tips galore for this one, but Mr Smarty-Pants Mellerick has gone and finished it! Just for you, we've grabbed all the tips, cheats and hints and put them together to form the definitive *Desert Strike Guide*.

Before getting down to the juicy stuff, how about kicking off with some passwords and general tips?

Sam Adams from **Ashome, Warwickshire** sent a brilliant password that lets you start with five lives instead of three. Go to the password screen and enter TQQQLOM.

Press Start to go to the normal screen then go back to the password screen. Enter your code or AAAAAAA to start from the beginning and — hey presto! — five lives!

Nice one, Sam.

Speaking of passwords, here are all the others you need:
Level 2: KQJRJTY (Score: 737,000)
Level 3: OLOAHV (Score: 1,412,000)
Level 4: PTKEFTG (Score: 2,419,000)

LEVEL-BY-LEVEL GUIDE

Thanks to Stephen Blair from Maulton for the first campaign tips used in this guide.

Campaign I:
AIR SUPERIORITY

You must save the world from a psycho madman to stop World War III from becoming a reality.

Mission 1: Radar Sites If you're after a quick completion, don't bother with the AAAs, just approach the radar, let a Hellfire go and get outta there!

Mission 2: Power Station Don't mess about here! Just destroy the station then make sure you destroy the pylons running along. You get 3300 points for each one.

Mission 3: Air Fields When the manual says destroy everything, it means *everything*! Get rid of the buildings first and watch out for the reinforcements. Then get rid of the planes.

Mission 4: Command Centres Destroy these and the secret agent is yours to grab — but make sure you pick up the commanders first.

Other bits... Your MIA co-pilot is in the top right-hand corner, standing by his F-15 plane. Rescue him and you'll be able to pick him for your next campaign. Destroy his plane to prevent it falling into enemy hands.

Pick up all the MIAs and carry six with you at all times. When low on armour, drop them off and you'll be back to the full 600.

Campaign 2:
SCUD BUSTER

Your secret agent has revealed that political prisoners are being held in a POW camp. Nearby are mobile SCUD launchers and a chemical weapons plant.

Mission 1: Radar Sites Same deal as before, but beware as there are some Rapiers as well as AAAs to contend with.

Mission 2: Jail Break Check out the artillery that surrounds the jails and dispose of them, then destroy all the buildings and pick up any useful items. Pick up the four prisoners and drop them off at the nearest landing zone before attempting the next jail.

Mission 3: Power Station 'Carefully does it' is the secret to this mission. It's well guarded so you need to make a few passes, picking off the Rapiers and AAAs as you go.



Destroy the building but don't forget the cooling towers behind pouring out green smoke.

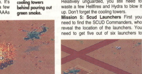


Not very heavily defended this Power Station, but take out the bazook boys first and then use your guns to save you other weapons.

Mission 4: Chemical Weapons Factory Relatively unguarded, you still need to waste a few Hellfires and Hydra to blow it up. Don't forget the cooling towers.

Mission 5: Scud Launchers First you need to find the SCUD Commanders, who reveal the location of the launchers. You need to get five out of six launchers to complete the mission. Make sure you position yourself quickly and fire away!

Mission 6: Rescue POWs Take out the watchtowers with a Hellfire and two Hydras. This prevents the APHID causing too much damage. As you rescue the POWs, watch for the ZSUs that appear. Again, use a Hellfire and two Hydras to get rid of them.





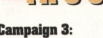


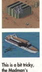
Campaign 3:
EMBASSY CITY

After your successful Scud Buster mission, terrorists have taken over the embassy and are holding UN Inspectors hostage. Rescue the inspector, take out the missile silos and biological weapon plants nearby, then rescue the prisoners and capture the enemy ambassador.

Mission 1: Rescue UN Inspectors: Don't kill the inspectors; let your co-pilot do the firing but don't overdo it.

Mission 2: Biological Weapon Complex Take out each building, watching out for the artillery arriving, and capture the scientists when they run out. It's best to capture them in fours and work from each corner to reduce risk.





This is a bit tricky, the Madman's Yacht. Stop the prisoners drowning.

Mission 3: Underground Missile Silos These are very hard to find but using the co-pilot's auto-tracking it isn't impossible. Use a lot of Hydras to destroy the silos before they fire.

Mission 4: Pilots Lost At Sea Protected by speedboats that need six Hydras to destroy, the old fly-by method should be used.

Mission 5: Power Station Again, not heavily guarded, but take out the Rapiers and AAA with care.

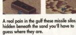
Mission 6: The Madman's Yacht This one's tricky. Don't let more than five prisoners drown or you'll have to start again. Make sure you're not carrying anyone and approach the yacht. Destroy the AK-47 soldiers and take out the speedboats. Position yourself in front of the boat and fire away.

Rescue the prisoners watching for incoming speedboats and more soldiers on deck. Pick up six and fly back to the landing zone, then fly straight back and rescue the other five.

Mission 7: Capture Enemy Ambassador This is the toughie: a lot of heavy ZSUs, Rapiers and the like ready to pounce. Fly past a few times to check out the best way to attack, then take them out bit by bit. Always check the building for extra ammo and, more importantly, armour and the ever-useful extra life.

Mission 8: Embassy Rescue You need a lot of patience for this one. Land your co-pilot at the embassy and let him take over. Fly off and destroy as much as you can. Don't forget the buildings!

Destroy the doors in front of the bus and away it goes. Follow it closely as ZSUs come after you. Protect the bus or you'll be in deep trouble. This takes a lot of time so take care.



A real pain in the gulf these missile silos, hidden beneath the sand you'll have to guess where they are.





Campaign 4:
NUCLEAR STORM

Night-time will test all your abilities and not knowing your missions is a real pain in the butt.

Mission 1: Protect Oil Fields The best way to go about this is to attack a few of the ZSUs head on. You'll suffer damage but if you get rid of four or five you can travel up to collect the commandos and land them, replenishing your armour. Now get rid of the others.

Just let the crotales destroy the station and then wipe them out with some Hellfires.

Very eco-minded, blow ing up a Nuclear Power Plant.

MISSION 4 COMPLETED

Mission 2: Stop The Oil Spill The pipelines are well protected so a fly-by is wise to choose the best approach. Shouldn't prove too hard, though.

Mission 3: Bomb Shelters Watch out for the ZSUs buried in the sand. Destroy the top and they'll be revealed.

Mission 4: Bomb Parts The madman's carrying the bomb parts in the dump truck, but he's also using decoys with hostages inside the trucks.

Check your status and the targets. Trucks are driving around the city in the bottom right-hand corner of the map. You need five to be successful.

Mission 5: Nuclear Power Plant Take out the radar sites first. There's one just south of the factory and the other's near the landing site to the north.

Destroy the cooling towers and the scientist's building then take care of the main reactor.

Mission 6: Power Station Good one this. Destroy the two Crotales in front of the station then do nothing. Bring the other Crotales into view and they'll destroy the station for you. Easy!

Mission 7: Presidential Palace Well guarded but loadsa bonuses to find. You'll need a few fly-bys to make sure of finishing this.

Drop off your co-pilot and prepare for a shock as he gets captured.

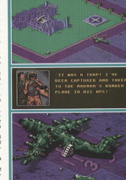
Mission 8: Nuclear Bomber Your co-pilot must be rescued to complete the final mission.

Watch as your co-pilot and the madman enter the bomber. Fire at the middle of the plane and a hole appears in the roof. Your co-pilot will walk out on the wing. When he's at the edge you can pick him up.

Fire everything you've got and watch out for the ZSUs approaching. Fly away from the bomber to pick up more ammo, then fly back.

You need at least two boxes of full ammo to blow up the bomber. It's tough but not impossible.

The finishing screens are well smart. After a hard slog in the Gulf, you're shaking hands with the President of the United States of America. Oh yes, and watch out for the dog cocking his leg! HA HA HA!





Drop off your pilot and watch the pillock get pratnapped. Fly towards the bomber and wait. Rescue your co-pilot by blowing a hole in the top of the plane and then waste your ammo into it. Then see the madman get his just desserts.



Er, thank you, Paul. Now get in your gunship and get blasting, readers! The safety and comfort of the cuddly Esso tiger depend on it...


SEGA
FORCE
TOKYO 2:
DOWN
GAME FREAK
ALLEY...


GAME GEAR
TRIM ALONG PICTURE EDGE AND TAPE TO NEXT MONTH'S SECOND PART OF THE POSTER



cramming the screen in realistic perspective. The streets are dingy and criminals lurk around every corner!

You, as Bats, walk along and kick the crap out of the punks stupid enough to get in your way! The parallax scrolling's super smooth and there's even a rain storm to add atmosphere. The level's a breeze, though, so no worries here!

On to Level 2 and the Axis Chemical Factory. The pressure starts to heat up now with lasers, conveyor belts, exploding pipes and sliding bad guys to avoid!

There are bonus 'rangs and energy to be had here, so stock up, get to the end of the level and knock Jack Napier into the vat of chemicals.

Big bad plan

Jack's transformed into The Joker and is out to stop Batman at any cost. He nicks off with Vicki Vale and takes her to the next level, the Flugelheim Museum.

The museum has the usual artefacts on display, paintings, statues and deathtraps! Nice place! Chandeliers drop from the ceiling, pits have to be jumped and axe-wielding maniacs beaten.

Here's a handy tip to get 99 Batarangs: climb to the top of the second chimney, kick the goon

Reviewed!

MAT YEO dons cape and gauntlets and goes totally platform over the long-awaited official release for the Gotham City Crusader!

I'm a massive Bat-fan (nobody's perfect —Prod Ed) so I was drooling with excitement when this arrived at SEGA FORCE Towers! The game's based on the first movie — and if you haven't seen it yet you must've been living on Uranus (nudge, nudge!) for the last three years!

The game sticks closely to the film plot. All the major elements of the story are there, which (for all you aliens out there) goes something like this:

Gotham City is plagued by crime. No one's safe on the streets, especially at night. The crime lord of the city is Carl Grissom, and with the help of his second-in-command, Jack Napier, he rules the city the same way he makes love — with an iron fist. Jack's greedy boy, though, and he wants Carl out of the way.

Gotham is protected, natch, by its resident vigilante, Batman, roaming the city at night and pouncing on the street scum (a bit like Adrian but without the ears!).

What a guy!

This is basically a platform game with a few twists. You control Batman (surprise surprise!) who can perform loads of different moves. The clever little chap can punch ([B]), kick (Down and [B]), fire Batarangs ([A]) and jump ([C]). He can also double-jump by pressing [C] twice.

At the bottom of the screen a display shows your energy level, points, number of Batarangs and lives. When an enemy appears, his energy's also displayed. It's just a simple(!) matter of getting their bar to zero.

The game kicks off with an amazing spinning Bat-logo, excellent digitised pics and a rundown of the story. Press Start and either begin the game or go to the options screen, where you can increase your lives, change the difficulty level and turn the music off (Sega haven't used the Danny Elfman music from the film but the tune's not too bad anyway).

It's challenging, great fun and very addictive

The punchline...

The first level's Gotham City Street. The backgrounds look stunning, with Anton Furst buildings

and get the extra 'rangs. Then drop down the chimney onto the platform, jump up again and the 'rangs will be there again. Keep doing this till you get the maximum of 99! Smart!

There's a big geezer with a radio at the end of this level but he can be trashed fairly easily. Wait until he belly-flops then give him a good knuckle sandwich. When he's dead there's a great sequence showing Batman grabbing Vicki and swingin' out of the place.

'Mobile and 'wing

Back onto the streets again, as Batty-man races along in his trusty Batmobile. You steer the car through the streets avoiding The Jokers' goons. Out to spoil your fun this time are cars, tanks and bomb-launching school buses! To off the tank at the end, just stay at the bottom of the screen and keep firing.

Next, the action switches back to the platform game again as you run along dodging spinning clowns and fire-breathers. The boss at the end is the sword-spinning looney from the film and you can do him by waiting for him to run toward you. Jump over him and turn around, then jump when he does and punch. Easy, innit?

Take to the air next as the Batwing makes its appearance. Like the car scene, move around the



Punch, kick, do what you like to finish off the thugs, just save your 'rangs for last! Punch, kick, die!

Keeping to the platforms is bad enough, but when you've gotta dodge the chandaliers as well? Phew!!

I that could be taken as a pun on my name, at the end there. Don't worry, Mat, nothing escapes my beady eye! Anyway, to get to the point, *Batman* looks great and sounds pretty hot as well. Okay, you may have to play around with the controls for a bit to get things right but that won't hurt your gaming much. In fact, the whole conversion's not too bad, it's just a bit late! Sega's probably kicking it out now as a forerunner to *Batman Returns*, due for release in the autumn, but if you haven't seen this one before, it's well worth getting hold of. **ADE**

screen blowing up the opposition. This includes helicopters and gas-filled balloons. It's a bit tricky but the round's fairly short. Look out for the massive chopper at the end but don't worry too much, just shoot and dodge it's fire.

Time warp

The climax of the game's at the Gotham Cathedral. The Joker pulls out all the stops and throws everything but the kitchen sink at you! There are four bosses to beat but they're all punks you've faced before on earlier levels, so you don't have to worry too much about 'em!

The second stage has Bats climbing a tower avoiding spikes, fire-breathing dragon statues, time bombs and grenade-throwing villains. When you get to the top, The Joker's waiting for you at long last! Take him on, do your worst, defeat him and the game's won.

The graphics are top-notch — it looks like the movie! On the downside, the controls are sluggish.

On top of that, the movie's been out for years! I'd prefer to see a version of *Batman Returns*, which should be out by the end of the year, while this game should've been officially released ages ago.

Having said that, if you haven't got it yet, it's well worth grabbing as it's challenging, addictive and fun. Just the right thing for playing on a Dark Knight!

MAT

Don't you just love those toys? Get on the streets and in the air in Capey's special weapons!

- PRODUCER: SUNSOFT
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

89% PRESENTATION
- Options menu, movie plot and stills

92% VISUALS
- Stunning graphics and animation

76% SONICS
- No film tune but bearable effects

80% PLAYABILITY
- Slow controls, practice needed

84% LASTABILITY
- Easy to complete after a few goes

86% FORCE
- Good conversion but too late!



Above: Jump on the pedal to progress!

Below: Avoid those arrows!

Get the low-down from your friends at the halfway stage

Advance Play!

Cute little things running around beating up big ugly things! PAUL MELLERICK turns his cap back-to-front and gets all gooey!

MAGICAL TALUROOT

Sonic, Magical Guy, Marvel Land... the list's almost endless. Cute games involving garish graphics, platforms and silly methods of killing end-of-level bastards.

If you like all these factors you'll probably love *Magical Taluroot*.

In typical MD platform fashion, *Magical* sees our hero in search of world peace, the love of his life and a good sushi restaurant. Loadsa mega-sweet characters, horrible yet cute nasties to deal with and BIG end-of-level guardians that block progress to the next stage.

While we're talking about stages, there are four of them here, each one depicting various bits of scenery and different nasties to deal with.

Weird

This hero's not your ordinary Joe (or Frank, Bill or Johnny for that matter —Ed). He can cast magic spells, use his bat cape to glide into inaccessible places and hit people with his staff.

You pick up one magic spell each time you complete a level, so you're completely useless at first. Luckily you've got your trusty staff to help you out. (NO! Not staff as in cleaning ladies etc, staff as in big stick!) Whack approaching nasties in the midriff and watch 'em suffer!

Loads more fun can be had by poking various bits of scenery which then become attached to the end of your staff. Items such as waste bins and fire extinguishers can be hurled towards oncoming hostess trolleys with great success!

Yep, 'weird' would be a good way to describe the goings-on in this outing.

Grab the waste bins and hurl 'em at the bad guys

What a cutey!

The scenery's cute beyond belief, with smiling clouds and flowers on the second level — enough to make you sicker than an N-FORCE subscriber!

Having said that, *Magical Taluroot* plays very well and the ability to pick up different projectiles and throw them around is great fun. The levels are long and the puzzles, though simple, make the game different enough to keep you interested. Platform addicts have seen it all before and played better, but if you want a simple, easy to complete game, this'll do for the time being.

PAUL

Above: Totally rad skateboarding man!

Right: Catch those balls and hurl 'em back at old Chunky!


ACCESS/VISA
24HR MEGALINE
0732 351220
MEGA MIX
ALL SOFTWARE SENT BY FIRST CLASS POST
VISA
(Dept SEGA), 46 Ashden Walk, Tonbridge, Kent, TN10 3RL
EXCHANGE SERVICE
AVERAGE EXCHANGE RATES ARE AS FOLLOWS:
NEW FOR OLD ....£10 - £15
OLD FOR OLD ....£3 - £7
SEGA MASTER SYSTEM
MASTER SYSTEM NOW ONLY £54.95
ALL MASTER SYSTEM GAMES FROM £9.95 TO £29.95 (LISTS ON REQUEST)
SECOND HAND
GAMES FOR ALL FORMATS IN STOCK FROM ONLY £7 !!!
SAVE £1 OFF ALL SOFTWARE WITH THIS VOUCHER (EXCLUDING CREDIT CARD ORDERS)
SEGA MEGADRIVE
SEGA MEGADRIVE..........£109.95
MEGADRIVE PLUS GAME OF OUR CHOICE..........£119.95
MEGADRIVE PLUS ANY GAME UP TO £35..........£139.95
MEGADRIVE PLUS ANY GAME UPTO £50..........£149.95
MEGA MEGA OFFER
SEGA MEGADRIVE +2 OF THE GAMES LISTED BELOW + TURBO JOYPAD
SONIC HEDGEHOG
MICKEY MOUSE
OUTRUN
ALIEN STORM
TOKI
STREETS OF RAGE
FANTASIA
ICE HOCKEY
EXTRA MEGADRIVE OFFERS
JAPANESE CONVERTOR..........£9.95
AV LEAD..........£6.95
TURBO JOYPAD..........£12.95
QUICKSHOT PYTHON 3 JOYSTICK..........£14.95
GIZMO JOYSTICK..........£34.95
HARD CARRY CASE..........£34.95
8 BIT CONVERTOR..........£24.95
SCART LEAD..........£14.95
PLEASE NOTE:
ALL OUR MEGADRIVES COME WITH PSU'S AND A JOYPAD AND ARE FULLY COVERED TO RUN UK/USA AND JAPANESE SOFTWARE. ALL MACHINES ARE GUARANTEED FOR 12 MONTHS.
MEGAMIX SOFTWARE (SEGA) 46 ASHDEN WALK, TONBRIDGE, KENT, TN10 3RL
SEGA GAMEGEAR
(UK) GAMEGEAR + SONIC + PSU ONLY £119.95
GAMEGEAR PLUS + COLUMNS AND GAME OF YOUR CHOICE £124.95
ALL GAMEGEAR GAMES NOW FROM ONLY £22.50 EACH (LIST ON REQUEST)
2-PLAYER LEAD..........£14.95
PSU..........£9.95
USA PSU..........£14.95
MASTER GEAR CONVERTOR..........£24.50
GAMEGEAR TV TUNER £69.95.
SAVE £5 OFF CONSOLES (EXCLUDING CREDIT CARD ORDERS)
M.V.L. SOFTWARE
VISA
TEL:0354 56433
FAX:0354 660861
When you want to buy from a shop but with Mail Order facilities buy from us!
WHOLESALE + EXPORT ENQUIRIES ONLY TEL 0354 661066
Megadrive to play English, U.S.A. Jap Games..........£112.00
As No 1 but with choice of selected new games..........£126.00
Mega CD Rom + Games..........£ CALL
Various Joypads + Joystick for Mega Drive
Seag Master System II..........£59.99
Sega Master System II Plus..........£89.99
Sega Game Gear..........£97.99
With selection game..........£118.99
Jap Game Gear with Game..........£109.00
Master Gear Convertor..........£21.99
Wide Screen..........£14.99
Link Lead..........£7.99
Plus Gamegear P.S.U., Carry Case's, Rechargeable Battery Pack
WIDE RANGE OF NEW UK + IMPORTERED GAMES FOR ALL THE ABOVE WIDE RANGE OF 2ND HAND GAMES FOR ALL MACHINES. PRICES FROM £6.00
Nintendo Gameboy + Accessories + UK, Jap and U.S. games..........(Call)
U.S.A Famicom Scart (Call) Jap Famicom Scart, Pal..........(Call)
Adaptor to play US or Jap Game on any Famicom..........(Call)
U.S. + jap Famicom Games plus Joysticks + Pads..........(Call)
WANT TO PART EXCHANGE YOUR OLD CONSOLE AND/OR GAMES THEN TRY OUR PART EXCHANGE SERVICE (CONSOLE ONLY)
Accessories – Blank Disks – Joysticks – Software – Mice – etc
AMIGA
ATARI ST
COMMODORE 64
ATARI LYNX
AMSTRAD
SPECTRUM
MAKE CHEQUES/PO's TO M.V.L.
Automatic Privilage Membership Free with 1st Order
P&P £1 Software, £5 Hardware, £10 24hr Courier Delivery
Callers welcome to the shop 9am to 10pm 7 days a week
M.V.L. SOFTWARE
WHITEHART BUILDING, NENE PARADE, MARCH, CAMBS, PE15 8PH
PRESTON GAMES
13 Lowthian Street, Preston, Lancs PR1 2EP
Telephone: 0772 54857 (3 lines) Fax: 0772 823344
SHOP/MAIL ORDER
MON-FRI 9-8 PM
SAT 9-5 PM
SUN 10-4 PM
★ ★ USED CARTRIDGE SWAPS £3 - £7 ★ ★
e.g MD Exile for Jordan Vs Bird 6.00
MD Desert Strike for Pacmania 6.00
MD Super Hydlide for Roadblaster 6.00
MD Golden Axe II for Populous 5.00
MS Leaderboard Golf for WBIII 5.00
MS Gauntlet for Outrun 4.00
GG Devilish for Sonic 4.00
GG SMGP for Shinobi 3.00
SWAP USED CARTS FOR NEW TITLES
LATEST CARTS NOW STOCKED UP TO 20.00 FOR USED CARTS IN PART EXCAHNGE
ALSO STOCKED LYNX, GB, GG, SNES/SF
NEW RELEASES
MEGADRIVE
DOUBLE DRAGON 29.95
OFF ROAD (UK) 29.95
TERMINATOR TBA
LEMMINGS TBA
CHUCK ROCK TBA
MASTER
RAMPART TBA
PRINCE OF PERSIA TBA
GAME GEAR
SPACE HARRIER TBA
CLUTCH HITTER TBA
CALL (0772) 54857 NOW FOR FREE LISTS
PLEASE PHONE BEFORE SENDING ANY CARTS
RTB COMPUTER
CALL OR FAX NOW
SPECIAL LOW PRICE DIRECT FROM ASIA
VIDEO GAMES & SYSTEMS ★ NEW RELEASE GAMES ★
JOYPADS, CABLE, ADAPTOR ★
MEGADRIVE, CD-ROM, SUPER FAMICOM, NEO GEO PC ENGINE, GT, DUO ETC. ★
80486 COMPUTER SYSTEM HARDWARE, SOFTWARE ★ COMPUTER ACCESSORIES ★
RM 802 HANG PONT COMM. BLDG., 31 TONKIN ST. KOWLOON. HONG KONG.
TEL: 010-852-728-4803 FAX: 010-852-357-6066

Golf: a game played by men who like to hit balls and women who want to get a good grip on a solid stick (is that so?! —Ed).

But seriously folks, golf's been a popular game on computers and consoles for years and the grandaddy of them all, *World Class Leaderboard*, has made it onto the MD thanks to US Gold.

You may have seen the MS and GG reviews in Issue 1. Now Mega Drive owners are getting the chance to swing around as well.

You don't get just the old *WCLB*, though. Oh no, this is the new improved, sparkling *Leaderboard*. The game's the same but the way you play it's totally different. Using the MD's capabilities, US Gold have added various features to add to the excitement.

Plenty of players

There are several mode of play, and with little extras like sampled speech and high quality graphics, 16-bit golfing fans will be high-on ecstatic just

MEGA DRIVE md

Advance Play!

WORLD CLA LEADERBOA

Always one to play a-round, PAUL 'Clubber' MELLERICK tees up with visions of topping the leaderboard.



Be warned, this game's not for the faintheart-ed. If you thought *Splatterhouse 2* was gross, steer well clear 'cos this little beauty's swimming in scum-sucking slimy action!

In this intense platform caper, you take the role of Todd (no, not from *Neighbours*!), who's got himself into a spot of bother and ended up on Slimeworld, of all places. (Shock! Horror! Fake surprise!)

Slimeworld is *not* a place you'd want to visit — even in the tourist season. There are disgusting creatures to dispatch, slime pits to dodge and no decent hotels for miles!

This game appeared on the Atari Lynx handheld a while ago and was well received. Now it's made the jump to the Mega Drive and improved along the way.

Is it easy? Have grizzly bears mastered go-cart racing? Nope! Luckily, Todd can test his skill on different missions, varying in difficulty but equally challenging.

Nip around this oozing world and perform cer-

Advance Play!

MEGA DRIVE md

TODD'S ADVE SLIME W

MAT YEO pulls on his waders, prepares to trudge neck-high through sticky slime and wonders if he should have stuck at his last job!

looking at the screenshots (excitable lot).

For those who like more detail, the list of modes is very impressive, from Matchplay to Stableford and Greensomes to the Texas Scramble. Each one affects the gameplay and adds to the fun, especially head-to-head with a friend.

Did I say friend? I mean *friends*, plural — three, to be precise. In *WCLB* you can play against up to seven opponents, three human and four computer-controlled. It's up to you!

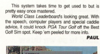
Even the control method's been changed. From a bar showing power on the way up and hook/slice on the way down, it's become almost a complete circle, power going anti-clockwise and hook/slice control in a clockwise direction.

Pressing [A] sets the gauge in motion. When it reaches the first marker the shot's at full power, after that you're in overswing. Pressing [A] again sends it back down, the starting line setting a perfect shot. Stopping the gauge left or right of the line hooks or slices the ball, respectively.

This system takes time to get used to but is pretty easy once mastered.

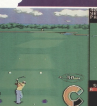
World Class Leaderboard's looking great. With the speech, computer players and special caddie advice, it could knock *PGA Tour Golf* off the Best Golf Sim spot. Keep 'em peeled for more info.

PAUL





Make a good note of the weather conditions before you set off for the first green



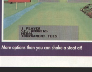
Pick your wood wisely! A good heavy One's always a good place to start. Keep your head still!



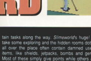
ASS
ARD







More options than you can shake a stoat at!



tain tasks along the way. *Slimeworld*'s huge! It'll take some exploring and the hidden rooms dotted all over the place often contain damned useful items, like shields, jetpacks, bombs and gems. Most of these simply give points while others are used when you need 'em.

Access an object by holding down button [A], press up to use it. Slime pits can be cleared with cleanser, the jetpack flies you around a while and the smart bomb clears away those sticky critters!

As you progress through the planet, your route's plotted on the handy map you carry: the more rooms you discover, the bigger the map.

Don't fret! If you die, there are loads of continues to drop you where you left off, pretty useful as some of the levels can't be done in one go.

Slime a friend!

Taking a look through the options, a two-player game allows you to track down a friend and spray him with slime! The Suspense game has you racing against the clock to get off the planet in one slimy piece, and worst of all is the Logic level, where you have no gun and no chance!

There are some great touches in this tale of phlegm-filled fun! The monsters explode in a shower of slime when you hit them — dodge the shrapnel or you're done for! If Todd gets covered in gunk he can take a bath (a word Nintendo owners won't be familiar with!) to wash it off.

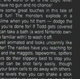
Todd's well animated and looks uncannily like a Ghostbuster! The nasties have you reaching for the sickbag and the maggots, tapeworms, spitters and snappers do their slippery best to stop you. Luckily, most can be shot fairly easily, though you'll need your brain cells to do away with others.

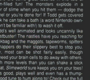
With more levels than you can shake a stick insect at, *Slimeworld* sure keeps you on your toes! It looks good, plays well and even has a thumpingly good tune to hum along to! Check out the full FORCE review soon.

Till then, sling on those overalls and clean out that bucket! *Todd's Adventures In Slimeworld* is sure to be a mucus masterpiece!

MAT

NTURES IN
WORLD







Splat to the future! Spray those bugs — but watch out!



Slime landscape or Paul's Brain? Todd prepares for slippery action



Kicking ass on the Continental freeways takes a bit of getting used to so we threw new boy MAT YEO in at the deep end. Yoweee! Don't mess with him, dudes, this guy's mean!

GAME GEAR 91%

Advance Play!

OUTRUN EUROPA

There's nothing quite like the feeling of bombing along at 300mph with a big throbbing engine between your legs! If this raises your eyebrows (and your blood pressure!), get into the world of *OutRun Europa*!

Jam-packed with high-speed chases, bad guy bashing and car trashing, this game really makes the grade! Pack up your passport and toothbrush and prepare to race across Europe, taking off in pursuit of the most villainous villains around. Race against the clock and keep an eye on that fuel gauge.

At first glance you might think this is just a simple racing game. Don't worry, it's not. Not only will it have you on the edge of your seat, but off it, on the floor and under the carpet as well!

You begin with a map of Europe and some old tart waffling on about how important your mission is (yawn). Start the first stage on a motorbike and zip off to your next destination.

Each level's basically the same. You race through each section, avoiding bad guys in cars, boats or on bikes. There are obstacles to avoid and objects to collect. Remember to pick up fuel and extra shields or you'll regret it!

Those nasty crooks'll do anything to stop you! You get shot at, rammed(!) and blown up. If that's not enough to contend with, the police are also out to spoil your fun.

It seems someone forgot to tell them you're the good guy! The boys in blue will block your path at every turn and, if you're arrested, it's off to the slammer you go (and who's going to save the world then?).

No easy ride

The sprites are well animated and colourful. It's easy to tell who's who and what's what, even at breakneck speed. The sound isn't too distracting and the effects are good enough.

Staple yourself to your seat as you speed round those corners! The vehicles are easy to control and nippy with it.

The bad guys are pretty thick to start off with but soon have you sussed, so don't expect an easy ride! Cars knock you off the road, bikers punch you and helicopters rain death from above! Scary! You'll find yourself travelling at night, along nightmarish mountain roads, and skimming across the ocean waves. It's more than your average racing game and that's what makes it fun! The levels get more and more challenging and your adrenalin truly gets pumping. It's frustrating when you die, as you only get one life, but that makes you even more determined to kick more ass next time!

It's easy to tell who's who and what's what

Check out next month's ish for the full works, but be sure this one's gonna be a winner! Twist that throttle to the limit and get at 'em!

MAT



Never mind the mugshot! Chart your journey on the handy travel map.

Right: Keep that speed up but watch your back.

Below: "You're nicked son!" Our hero get's his collar felt!





'I can't believe it! I just can't believe it!' Some kind of nightmare's come back to haunt MATT YEO. What's he talking about! It's Break Out, of course... Oops, er... Devilish!

Advance Play!

DEVILISH

Let's get straight to the point. This is basically a variation of *Break Out*, the oldie where you knocked a ball through walls with a paddle. So what's the new story?

A long time ago there lived a prince and princess who were so in love it'd make you heave! Ganma, Lord of Darkness, had the bright idea of turning the lovebirds into stone paddles, like you do.

Just when all seemed lost, along came a blue flashing sphere which, surprise surprise, had the power to knock the stuffing out of old Ganma. Faster than you can say Magnus Magnusson, Prince and Princess Paddle decide to use blue to kick some serious bottom!

Okay, slap the cart in. Menus let you choose options such as the difficulty level and how many balls you've got (a-hem!). Try out the two-player, paddle-swapping bash — it's well 'ard to begin with but you'll soon find those palms dripping with sweat. Gird your loins for some ball-bashing, block-breaking, bad ass business!

Start off in the Graveyard and knock those blocks for six! The real challenge is controlling the ball. Not only can you move left to right but the top paddle can be thrown around the screen willy-nilly. It also flips 90 degrees for those tricky cor-

Reviewed!

Darius II: The sequel! MAT YEO dons his cringing cap (so what else is new?) and prepares for a bloodbath!

SAGAIA

I wasn't exactly waiting with baited breath for *Sagaia* to arrive on my desk. I must have been a nasty piece of work in a former life to deserve this!

Here's the lowdown: a distant race has been decimated by an alien attack and it's up to our two heroes to give the beggars a stiff talking to!

Take control of a Silverhawk attack craft and travel across the galaxy to your home planet, getting shot of any nasties along the way. A Starmap shows the way and you can choose between two pilots. Each has different weapons so decide who's best equipped for the job.

Not much in the way of entertainment

Stupid but speedy

Fly over the usual mean-looking terrain, blasting away at anything that moves. Pick up extra weapons, shields and avoid getting your tail burned.

The aliens come thick and fast and it's nearly impossible not to lose a life on even the simplest levels. If you make it to the end



Bombs away! That's no dustbin on the left, get that damn sphere into the cannon and let rip!

Time for a sharp exit! Clock up those points before old watch face up there runs out of time!

ners! Very handy.

Treasure chests dotted around the levels contain some great goodies, giving extra time, a longer paddle and extra balls. The grand daddy of them all has to be the red buster ball, turning your blue ball into a fiery dragon that goes through walls like a hot knife through something soft and buttery! But don't hit the 'X' boxes, otherwise you'll find yourself temporarily single-flippered!

A rampant roller that brings out the worst in everyone!

Big jugs!

The end-of-level bosses come in all shapes and sizes. Level 1 has the ugly Demon, Level 3 a spitting Tree Demon and 4 the Goddess statue (with her large jug!). These big baddies vary in power and are beaten in different ways.

Once the bad guy's dead you still have to knock the ball into the goal at the end. If you're picking your nose, you'll think the levels over and miss slamming that ball home!

Devilish looks great. The backgrounds are well detailed and there's always something going on. No rest for the wicked! It gets a tad confusing at times but this adds to the fun.

Try to complete each level ASAP or go for the big score, the choice is yours. It's fast, frustrating and fun!

Don't think this is just a glorified pinball game — it's a rampant roller that brings out the worst in everyone! Temper, temper! Get batting and see for yourself!

MAT

He may be mean and green but old horny head is a pushover. A few hits and he's outta there.

There's something fishy in the air! Don't panic, just blast the smart bomb to fry his fins!

of a stage in one piece, there's the usual big creep to dispose of.

Each has to be killed in a certain way and some are easier than others. Blow up the floating energy core and watch those suckers squirm!

There goes my ear wax!

Forget collision detection. If your ship comes within a mile of another ship, it's had it. You sometimes blow up even without the 'aid' of enemies!

Main gripes aside, *Sagaia* hasn't got much in the way of entertainment. The sprites are basic, to say the least, and movement's very jerky. The sound's dire and will have you cultivating that ear wax!

Sagaia is unoriginal, far too challenging and guaranteed to send you to sleep smartish!

We've seen it all before — the extra weapons, end-of-level guardians, high bodycount. Forget this sci-fi saddo, put your feet up and get the kettle on. It'll be a lot more fun, believe me! **MAT**

Well, what can you say? Seen it, done it and been there before. This really does sum up *Sagaia*. Graphically it's good. Animation suffers from a little ficker from time to time but the ship moves well and the baddies are clearly defined. But — and it's a big but — *Sagaia* is SOOOO bland. There are no inspiring power-ups, and while the end-of-level fiends are big and impressive, their range of movement is very limited. Die-hard shootie fans will find this unexciting and quite easy. Stay away if you know what's good for you (and your machine). **PAUL**

Nip to the Milky Way, Mars or Marathon! The map shows you the hazardous route to follow.

Blast those pesky saucers and nick off with the weapons.

● PRODUCER: TAITO
● GG: N/A ● MD: N/A
● MEMORY: 256K
● PLAYERS: 1
● PRICE: £32.99

SF Rating

56% PRESENTATION
● Option screens, continues

50% VISUALS
● Good end-of-level baddies

44% SONICS
● Dismal tunes, dull effects

41% PLAYABILITY
● Jerky movement, crowded screens

59% LASTABILITY
● Not enough variation, tough levels

51% FORCE
● A basic, repetitive shoot-'em-up. An uninspiring challenge.

Advance Play!

MEGA DRIVE md

WHEEL OF

Too much thinkin' can rot the brain, or at least grill it. But the BLACK MARSHAL and Gametek know you can't be shooting-'em-up ALL the time.



One of the most popular television shows in the States is coming along to the Mega Drive. Starring that mega-talent, blonde bombshell Vanna White (ie, a typical bimbo), it could only be *Wheel Of Fortune*! If you don't know the letters of the alphabet, you're outta luck (just as well this isn't for the Nintendo, eh?)!

Wheel Of Fortune's popularity goes far beyond its 'entertainment' value. Contestants view a large tiled screen — the 'Letter Wall'. Blocks hide letters and a category's selected which provides a hint as to what the letters spell.

A pleasing game with plenty of bells and whistles

Contestants take turns spinning a wheel, which stops to allot a cash value (yes, the game is all about greed and bucks!), or a free spin — but there's also the painful chance of losing a turn and going bankrupt.

Letters play

Provided the wheel lands on a cash value, the player asks if a certain letter's hidden behind one or more of the blocks. If they're correct, the letter(s) is revealed.

Impatient players can 'buy' a vowel to show more of the phrase and any player can attempt to solve the 'puzzle' when it's their turn.

For example, the category might be 'European Sega Magazines' (fat chance!) and the phrase consist of two lines, four blocks on the top one, five on the bottom.

A player could ask for an 'S'. If it's there, the block flips over to reveal it. If not, his turn is completed. Finally, he can declare the answer is 'SEGA FORCE' and win wonderful prizes. (This blatant act of kow-towing to the editor and publisher was quite necessary — they've been in a really bad mood lately!)

Phwoar!

Now what turns the viewers' heads, as well as the tiles, is Vanna White. For some reason, everybody wants to see her perform this amazing feat of eye/hand co-ordination, as she sashays from one side of the Letter Wall to the other. The fact she wears a variety of knockout outfits during the course of the show doesn't hurt.

Now we've a good working knowledge of the game and noted the psychology behind its phenomenal success, what can we expect of the 16-

bit version?

A faithful rendering, dude! *Wheel Of Fortune*'s superbly reproduced, right down to showing wonderful prizes in digitised splendour!

The options screen sets the difficulty and speed and up to three players can participate, provided two share a joypad.

What a choice!

Puzzles are randomly selected from a total of over 4500. The first thing *you* choose is the number of contestants — how many human and how many computer-controlled ones. You can enter a name and select an appearance for each player.

Now we begin. Categories for the first round are Person, People, Phrase, Place, Event, Title, Thing, Fictional Person, Same Name and Before And After.

Each player spins the wheel then chooses a letter from the list below the main viewing screen. If the letter's among the Letter Wall blocks, Vanna flips it around. The lucky player then holds down the button to fire up the wheel for another go. If the letter you selected isn't in the phrase, TOO BAD! On to the next player…

Such nice people!

There are graphic representations of the wheel spinning and the contestants reactions as the game's played. For some reason everyone's a good sport and applauds when opponents do well. What well-mannered folk!

Completing Round 1 brings up the second, with a $2500 slot added to the wheel (woo!). Round 3's the same, but a $5000 space is added (gimme gimme gimme!).

Don't forget the timer — speedy play is essential. Correct spelling is more than crucial, it's a must!

In the bonus round you select a hidden prize behind one of the letters of the word 'Wheel' then solve a puzzle, selecting consonants and vowels — some of which are provided as the round goes on. Win and the prize is revealed for you to take home (trouble is it disappears when you switch the power off!).

Wiggle those hips!

Unlike a lot of games which feature almost as much dead space as not, *Wheel Of Fortune* uses almost the entire screen. This not only makes for bigger graphics, it's easier to read the text as well.

But what makes this game a hoot is Vanna. This cute, nicely animated graphic reacts as you play, just like the real one, clapping, applauding and having a good time. Quite a wiggle to her hips as she moves across that screen, too — but no costume changes (aaah!).

Wheel Of Fortune's a pleasing game with plenty of bells and whistles to provide a visual treat while the brain cells are cooking over the puzzles. All comes down to whether you fancy Vanna, really…

MARSHAL

Prize time! If you're a smartass you'll get through to the big game. Just keep guessing those phrases and you could be the proud owner of a brand spanking new Porsche! Oooh! Aaaah! Shame you won't get it delivered to your front door though, eh? Never mind, it's not all about winning!

The game's in play! Watch the lovely Vanna do her stuff on stage as the letters are revealed. Wiggling those hips, she'll tell you if you picked well or not, though that's an easy one!

FORTUNE



Above: Grab your goggles and launch into oblivion!

Below: Blast the bad guys but keep an eye on those fire jets.

Reviewed!

MAT YEO's a real space racer. Go-fast stripes, furry dice, Yorkie bars... and that's just his baseball cap! What a fashion god!

GALAXY FORCE 2

At the end of the galaxy there was a solar system known as Junos, made up of five planets, all of which lived happily in peace and harmony (*yuk!*).

Suddenly and without asking anybody first, the whole region was conquered by the Fourth Empire whose ruler Halycon, known throughout the universe as a vicious, nasty tyrant, had just one purpose: the destruction of all life in the system and the construction of mighty fortresses! (Okay, so that's two!).

Sadly, the fortresses were already up before the Space Federation, began to recruit and train space pilots to fly the TRX-5 Quasar in a last ditched effort to save Junos!

What a lifesaver!

In this dreadful shoot-'em-up you're the highly trained fighter pilot who has to battle the forces of badness.

Get to the options screen and you can change the game difficulty, shield strength, energy timer and controls, which consist of the usual movements, fire and missiles.

Starting off, choose your planet, though there aren't really enough of 'em, and the action's viewed from behind the TRX-5 ship with rockets flaring.Fly along the planet's surface, blastin' everything in your path and launch missiles when the target sight locks onto a bad guy.

There are various enemies to defeat and obstacles to dodge and, now and then, the TRX Lifesaver craft appears, giving you 60 much needed mega-powerful missiles. You can fire six of these babies at a time, but wait until you're locked onto a target.

The babbling voice is a pain in the ass

Left a bit!

A tunnel ends each level and again you must avc obstacles and enemy fire to reach your target. As you swerve your way to oblivion, a navigational aid speaks directions.Nice idea, but it's a pain in the ass — it's hard enough to get through the caverns without an annoying voice babbling at you!

Galaxy Force lacks any real appeal, there aren't enough stages, the graphics flicker when you pass in front of another sprite and the controls handle badly. Even the sound's dire, with the usual plinky-plonky background tune. At least the effects are bearable!

The arcade version was a classic, manic shoot-'em-up, but hardened space aces'll find this one a bore.There isn't much to tempt newcomers either.

MAT

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

- **61% PRESENTATION** — Options screen, level select
- **58% VISUALS** — Tacky graphics, sprite flickering
- **62% SONICS** — Run-of-the-mill tune
- **64% PLAYABILITY** — Poor handling, little challenge
- **54% LASTABILITY** — Five levels, completed too quickly

56% FORCE — It could've been a hit. Instead it's a naff blaster.

ARE YOU A SEGA FORCE WINNER?

CHECK IT OUT!!

Check this out! You've got your personal membership credit card and if your number matches any of the winning numbers on this page, or any of those on the SEGA FORCE 'XPRESS HOTLINE', you're a winner! It's as simple as that! If you've struck it lucky, just send your card to MEGAFONE-XPRESS CLUB, Sandylands House, Morecambe LA3 1DG. We'll then send you your prize plus your card back 'cos remember, you'll need it every month!



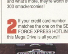


If your number matches any of the numbers on the SEGA FORCE XPRESS HOTLINE, you're a winner!!

1 Get a load of these racing Rollerblades! They're the real thing, straight over from the USA and what's more, they're worth over 300 smackeroonies!



2 If your credit card number matches the one on the SEGA FORCE XPRESS HOTLINE, this Mega Drive is all yours!!





3 Do what?! An all-American Mongoose mountain bike! This'll be yours if the number on your credit card matches the one on the XPRESS HOTLINE! Go check it out!





4 Fancy getting your hands on this fantastic Honda QR 50? Does your number match ours? Go find out now by calling the XPRESS HOTLINE.



Calls cost 36p (cheap rate) and 48p (at all other times) per minute, inclusive of VAT. Please ask permission before you call. A winners' list or a full list of rules is available by sending an SAE to Xpress Winners' List/Rules, Sandylands House, Morecambe LA3 1DG.No purchase necessary.To obtain a free credit card/details of the winning numbers, send an SAE to the above address marked "DEPT NOPN", MEGAFONE.

£1,000's OF PRIZES TO BE WON EVERY MONTH!!

INSTANT WINNERS

★5 GAMES GIVEAWAY

237651
183392
177135
206597
129326

★10 SIZZLIN' SEGA FORCE SUBSCRIPTIONS

198317
148219
128459
284993
157226
115274
138552
273486
219348
186722

★2 AWESOME REEBOK RUCKSACKS

104927
132843





Reviewed!



THE TERMINAT

Uzi 9mm!! D'ya want to be Arnie? Tough, but you CAN beat 'im up a bit. PAUL MELLERICK runs off with the Terminator cart but promises he'll be back!!

All the news items, all the Advance Plays, all the hype, all the worry and here it is, *The Terminator*! Eight years on from the film, the cartridge version's finally arrived! You're all gonna buy this one anyway, but the question is, have Virgin done the licence proud?

If you missed last issue's Advance Play of both the MD and MS versions, you can bog off... No, sorry, here's the lowdown on what you get for your money.

It's a four-level platform search-and-shoot game in which you play the part of Kyle Reese, the soldier from the future who's come to protect Sarah Connor from the Terminator. Sarah Connor's the mum-to-be of John Connor (though she doesn't know it yet), a formidable resistance leader in the year 2029, desperately attempting to stop the annihilation of the human species by Skynet.

To stop old John being born, Skynet send a Terminator back in time to kill the mother before it all happens, so to speak (oo-er — Ed). Kyle's job is to track down Sarah before the Terminator does, then protect her from his psychotic mechanical clutches.

Platform addicts will drool over this one for ages

Although it follows the film very closely, the first level isn't based on a movie scene. As Kyle, you break into a time displacement chamber and must destroy the reactor, traveling back to 1984 before the place blows sky(net)-high.

Once in the past, you've got to find Sarah by tracking her to the Tech Noir nightclub. Travel through the streets and over the rooftops avoiding all the cops and street punks who, for some reason, want to blow your brains all over the street!

Pressing engagement

In the nightclub, work your way through the crowd... Wait a minute, Arnie's got there before you! Knock him down three times and he'll be out for the count long enough for you to rescue Sarah.

The next level's the infamous police station scene, where the Terminator's tracked you down. Break out of your cell and find Sarah to complete the level.

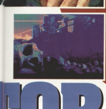
Work through the levels to the Cyberdyne steelworks and the big showdown with the Terminator. This time he's in exoskeleton form and you've gotta blow him away three times to get rid of those legs.

Find the hydraulic press, lure him into it... *squissssh!* Game Over, mate! HA!

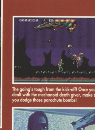
What an atmosphere

To say the *Terminator* game is tremendously violent would be an understatement. You can waste big, bad machines of all descriptions, blow away a

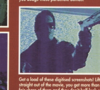








The going's tough from the kick-off! Once you've dealt with the mechanoid death giver, make sure you dodge those parachute bombs!



Get a load of these digitised screenshots! Lifted straight out of the movie, you get more than your fair share of them and they don't half look spectacular between the levels!



Termie's already visited the Tech Noir Nightclub and, if you're not quick enough, he'll beat you to the police station as well. Move it!!







Kyle may not loo mean in that raincoat, but watch out for the super-smooth animation as he brushes it aside to reveal that sawn-off blaster!

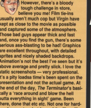
thousand punks and fill a future soldier full o' lead — though funnily enough you can't kill the cops (damn fine bulletproof vests!).

The first thing you notice is the atmosphere. The graphics set a dark and moody tone and the soundtrack is great adrenalin-pumping stuff. The action never lets up, with punks, cops and soldiers onscreen nearly all the time. And if they're not hassling you, Termie shows up. Phew!

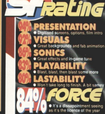
The MD's graphics are outstanding: brilliant backdrops and gobsmacking animation of all the sprites, especially old Kylie (watch him whip out that shotgun from his mac!). The sounds are excellent, too — LOUD explosions and what sounds like sampled machine gun fire. Strange when you consider he's carrying a shotgun...

Presentation also gets top marks. There's a fabulous opening sequence, captured straight from the film, and each level is introduced with a digitised shot from the movie.

We've all been waiting for it, it's finally here... And to be fair, it's been worth the wait. *Terminator* fans and platform addicts will drool over this one for ages, and though hardened gamers might gripe about lastability, the early levels set up a great, *tough* contest on a cart *everybody* should try. **PAUL**



Unlike Paul, I'm not enthusiastic about *The Terminator*. However, there's a bloody tough challenge in store, believe you me! Film tie-ins usually aren't much cop but Virgin have kept as close to the movie as possible and captured some of the atmosphere. Those bad guys appear thick and fast and, once you find the gun, there's some serious ass-blasting to be had! Graphics are excellent throughout, with detailed sprites and nicely shaded backdrops. Animation's not the best I've seen but it's above average and pretty slick. I love the static screenshots — very professional. It's a pity loadsa time's been spent on the presentation and not the actual game. At the end of the day, *The Terminator*'s basically a 'race around and blow the hell outta everything in sight' game. Been there, done that etc etc. Not one for hardened gamesters but fans of the film will love it. **ADE**



- PRODUCER: VIRGIN
- GG: TBA
- MS: AUG
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

94% PRESENTATION
- Digitised screens, options, film intro

92% VISUALS
- Great backgrounds and fab animation

86% SONICS
- Great effects and in-game tune

83% PLAYABILITY
- Blast, blast, then blast some more

80% LASTABILITY
- Won't take long to finish. A bit samey

84% FORCE
- It's a dissapointment seeing as it's the licence of the year



Reviewed!

He's got the cap, he's got the moves and we always thought MAT YEO was a pretty rad dude. Until he got hold of DJ BOY, that is!

'Get your skates on!' said Big Ed, when he told me to review this little horror! So with wheels well oiled and pads in all the right places, I began.

The mindless plot goes something like this: DJ Boy's a rollerskating cool dude. He's taking part in a roller game competition when someone nicks off with his girlfriend! The nicker just happens to be IB Kool, leader of the 'Bad Boyz' (I'm so scared!), who's out to stop DJ Boy from taking part in the competition at any cost!

The idea is to skate along whacking villains to get your Missus back. For the job in the hand, Mr Boy's kitted out in the latest streetwear (orange shellsuit, yuck!) and roller skates.

Roller shop

The game scrolls from left to right as you move DJ Boy around the screen, avoiding obstacles such as road cones and explosions. Be warned, the bad guys have to be beaten or they swarm all over you!

The direction control does its usual job and the buttons let you kick, punch and jump. Some villains can take more than one hit so it's best to out manoeuvre them where you can.

When an enemy goes down he leaves a coin behind. Skate over it to pick it up and get as much as you can to spend at the shop later on. There are loads of useful items to buy, like Super Roller Skates (increase your speed) and Power-Ups (higher punch-power).

Make sure you don't get hit too often as DJ Boy's only got four hit points and once they're gone, so is he! Look out for the hamburgers little baddies drop to restore them.

Big mama

At the end of every level, there's the (wait for it) end-of-level guardian. The first level has a large



Reviewed!

Crystal warriors? Sounds more like Pan's People to me! A bunch of fairies running around with sharp pointy sticks? Seems like a drag, right? MATT YEO disagrees!

I know what you're thinking: 'AAAGGHHH! Not another RPG!' Well hold your horses 'cos it's not too bad. If you can stand hanging around with people called Frye, Dayne and Eldor (where do they get these names from?), this is your lucky day!

It's the usual story. A wimpy magic kingdom is invaded by marauding hordes (yeah!). They nick off with three magic crystals but the fourth has done a disappearing act.

Grym, a nasty piece of work, sends his army to get the last crystal. Apparently, Princess Iris has taken the flipping thing on holiday with her! With the help of trusty followers, she sets out to get the other crystals back and restore peace to her land.

Not only can you do some major butt-kicking on your own, this is a two-player game as well! Link up with another Game Gear and you're away!

In your element

Start by choosing a new game or an old one — the cart has a handy battery back-up. More games should have this nifty option.

You begin by looking down at a map. There are six characters to begin off with but more to pick up later. Each character has magic, weapons and hit points. These vary, so figure out who's the best at what. Players are related to one of the four elements: Earth, Fire, Water, Wind or Frankie Valli... er, yeah.

Move your players, one at a time, across the land to the next city. As usual, there are heaps of ugly mothers eager to turn you into chopped liver. Try to use the right character against the right opponent — Fire can be beaten with Water, Water by Wind and all that.

Slaughtering monsters is a grand idea as you get to use them in battle next time. Send the little suckers off to die as you sneak off for 40 winks! Hack a-few baddies, grab their goodies and run like the clappers!

Get to a town for a quick breather and extra supplies. The towns are stocked with weapons, spells and new characters to use. Saving the game at the Inn let's you carry on from there later.

The graphics are bearable, with simple back-

CRYS
WAR



Italian mama throwing pies at you (her cooking must be terrible!). Later levels get even more frantic.

This game isn't up to much. It looks dire and plays like Ipswich Town (yep, that bad!). There's no tune to speak of and even the punch effects sound like someone being slapped round the face with a wet herring!

You won't find anything new or exciting here. *DJ Boy*'s just too unoriginal and dull. Take my advice and stick to *Taz-Mania* (blatant plug!).

MAT

Oh blimey! The face I actually pulled when I saw this poor excuse for a cart isn't fit for publication. I first played (and reviewed) *DJ Boy* over two years, for *The Games Machine* (anyone remember that?). It was dire *then* — you had to have a pretty empty life to want to play some sad gimp with horrendous fashion sense and zero credibility. And *now*... The graphics are drab, effects similarly basic and the controls are unresponsive. Terribly old fashioned and deathly dull, it gets 0% Value For Money at this price. Don't even think of playing it, let alone buying it. **WARREN**

Take to the streets wearing the latest gear (Orange cap?).

BOY

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

45% PRESENTATION
- Useless option screen, no level select

52% VISUALS
- Basic graphics, bad collision detection

38% SONICS
- Dreadful sound, no tune

54% PLAYABILITY
- Slow control response

49% LASTABILITY
- Boredom sets in easily, no challenge

47% FORCE
- No fun at all. Leave this one in the shops.

grounds and colours. The players have a Japanese Manga look (ie, big eyes, no brains) and move as if they've got dreadful piles! Ouch!

Soundwise *Crystal Warriors* has the usual dismal tune (the Game Gear's capable of great sound, why don't programmers use it?!), though the effects are realistic enough as you plunge your blade into a hapless victim.

As adventures go this is fairly frolic-free but does have its good points: loads of characters to use, enemies to defeat and towns to explore. These put *Crystal Warriors* a touch ahead of the competition.

If you fancy a change from all those platform games, get your mitts on this! It's great to play and you'll tear your hair out in frustration, but it'll be worth it! **MAT**

STAL RRIORS

- PRODUCER: SEGA
- MD: N/A
- MS: N/A
- MEMORY: 128K
- PLAYERS: 2
- PRICE: £24.99

SF Rating

65% PRESENTATION
- Loads of characters, battery back-up

69% VISUALS
- Teeny tiny sprites, slow movement

45% SONICS
- Dull tune, spot effects

70% PLAYABILITY
- Menu system; learn to use characters

72% LASTABILITY
- Makes you come back for more

63% FORCE
- A decent RPG with loads to do!



MEGA DRIVE md

Reviewed!

We're football crazy, football mad, is Euro Club Soccer the best we've ever had? Over to you, Brian. Er... PAUL MELLERICK.

Did you see jammy gits Liverpool get into Europe by beating Sunderland in the FA Cup Final? All you Liverpool haters (me included) can get your own back now because, after months and months of hard labour and playtesting, Virgin's *Euro Club Soccer* is here!

You can play any one of over 170 teams on the quest to win the European Cup and (if you're good enough) try for the Super Cup. No leagues here, just straight, hard-boiled knockout competition.

There are two types of games to choose from, Simulation or Arcade. The latter's a straight one-on-one practice mode against a mate or the computer. You can choose from any team from any country — rematches of Leeds versus Manchester United are bound to be real crunchers!

Er, that button — or maybe...

Simulation sees you pitting your wits against the other European teams in a five-round, 32-team European Cup knockout. Struggle through the two-leg matches to the final and victory could be yours. If you make it that far, you face the final challenge, the Super Cup. Win here and be crowned the best team ever!

Before you get to that stage you're gonna need some heavy duty practice. Believe me, this game ain't no pushover! Using all three buttons, this one'll take some getting used to.

There are several control combinations but these are the basics: One button controls a kick when you have the ball and a slide tackle when not in possession. The next button lobs if you have the ball and attempts a header if you don't. The final button changes the player under your control.

A quick tap of the button will execute the move, but holding down the button gives far more accuracy. Be warned, though — you'll need to hold it down a long time for a long pass (natch).

We played football on the MD and actually enjoy it!

Colour clash

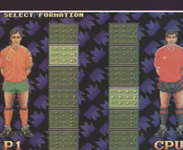
Options are a major feature of this game — change the length of playing time (in realtime minutes), the difficulty level and the strip of any team. There's great fun to be had defacing a famous team's kit (Liverpool look really sick in orange with blue trim!). Graphically *Euro Club Soccer*'s great, crisp, clear players moving smoothly up and down the pitch. Players have different abilities and some can really burst down the wings if they want to! The ball's easily spotted and the various off-field graphics are excellent.

Playing from the familiar TV viewpoint's good fun and easy to follow, though it does affect the aftertouch method. You'll need to try it a few times

EURO CLUB SOCCER



Norwich in the Yelloe kick off against Pecsi Munkas in the first round of the European Cup.



to achieve spectacular banana shots. But the novel crosshair free kick and throw-in control works well.

The best yet

MD football fanatics have finally got a game that's at the very least good to play, though with this control system some will find it tough putting moves together.

If you own *World Cup Italia '90* or *World Cup '92*, you've gotta get *Euro Club Soccer* — it blows away the current opposition!

That said, it's slightly flawed. Some will become bored of the controls and few little gameplay faults.

For best results, play *Euro Club* with a friend, 'cos those computer teams don't seem to be able to put the ball in the back of the net too often! Let's just thank our lucky stars we can play football on the MD and actually *ENJOY* it for a change! Good on yer, Virgin!

PAUL

AAAAAGH! What an annoying control method! Nevertheless, as Paul said, a bit of practice and you're soon well into the game, beating the hell outta your opponents! Presentation-wise, *Euro Club*'s incredibly slick. Choosing your team's fun — Villa for the cup! The trek to the top's tough, so play the Arcade section first — you need to pick up tips and improve your playing technique. Unlike some footy games, scoring isn't impossible. Getting a goal's not like trying to break into Fort Knox! The players move well and are nicely detailed. Scrolling's smooth and sound's well above average. I like the static shots, especially the chap blubbering into his jersey! Great! At the end of the day, *Euro Club*'s a playable footy simulation — the best I've seen on the Mega Drive. Strewth! I'm stickin' me neck out there, Saint!!

ADE



Take a look at your future opponents and maybe you'll get Sporting Lisbon in the final, if you're luck.



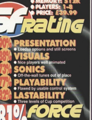
A 2-0 victory for you and as youlift your arms you can hear the cries of 'ere we go ringing in your ears.

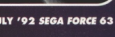


Choose your country and then the club including start teams such as Rotherham United.











Reviewed!

There's a big, ugly genetic mutation running around the building! Sounds like PAUL MELLERICK's been let loose in SF Towers...

COR

Summer's here: American tourists, £2 for a 99 ice cream, sunburn and all the Virgin releases: *The Terminator, Euro Club Soccer, Chuck Rock* and the big baddie of the bunch, *Corporation*.

Be prepared to jump outta your skin and come face to face with some real ugly mothers 'cos *Corporation*'s an intense roleplaying game using novel ideas in both graphics and gameplay.

First things first, though, and like all roleplay games, an involved scenario's a must. You're a Zodiac agent, employed by the government to investigate the Universal Cybernetics Corporation, which has been very quiet of late after a spate of killings near its offices.

Experts in genetic engineering, the government suspects one of their 'experiments' has escaped and is surviving on human flesh. Obviously, the government doesn't want to create panic (no, just introduce Poll Tax), so it's commissioned you to investigate and bring back an embryo to prove the mutation exists.

Great sprites and horrible monsters scale brilliantly

Puny humans!

The UCC building's a modern office block with 16 floors. You're dropped off slap-bang on the top.

Select your character from a long list — but choose carefully. Remember that humans are fast and quick-witted but weak, while droids are slow but damned strong and don't need feeding!

Okay, you've got your character, now you need some equipment, like weapons, water, bombs and other weird and wonderful devices. More careful choices are necessary.

Time to begin working through the levels, searching the rooms as you go, to find the embryo. Then get the hell outta there!

You play as if inside a cockpit, the main part of the screen display showing the corridors ahead of you. Other parts of the screen allow you to consult your inventory and use any items you need.

The Amiga version was mouse-controlled and utilised icons. On the MD version you use the joypad direction button to move, which makes *Corporation* easier to get to grips with.

Gauging your worth

Pressing Start pauses the action and gives access to the inventory, using the D-button to choose the icon and button [B] to execute it. In-game, [B] fires your current weapon while [A] flips through the equipment you're carrying.

The top-left and right-hand corners of the screen show your state of play. The left-hand gauge shows your energy and damage taken, the right shows equipment levels and power. Each of these gauges is broken down into sections and when you add or take something it reacts accordingly.

Be warned, this is a *modern* office block you're exploring, and since the UCC is such a technological company, there's an incredibly sophisticated alarm system to get through. Cameras scan the building and if they see you the system attacks. Blow up the camera using your crosshair gunsight and deal with any attacks likewise.

Robots, metallic spiders and holograms are all here to spoil your day. If you're really lucky you could run into the next generation of the mutation. Nice, huh?! You only get one life but the right equipment restores your life.

No cheap fills here!

A superbly moody intro explains what the game's all about and very well put together it is, too.

Graphically *Corporation*'s excellent with amazing sprites and horrible monsters which scale brilliantly — if you're brave enough to get close to them! Even the character pics are great.

The 3D effect is a major highlight, moving incredibly fast movement outpacing the Amiga original by at least five to one. Basically, its the **best** attempt at filled 3D I've seen in *any* game.

Sure, the slightly up-beat in-game tune's a bit out of place but it's still pretty good. Besides, the gameplay's where *Corporation* really shines through.

New gamers will like the fact that the more you play the more you understand and the further you get. Even experienced gamers won't finish this in one sitting, which is where the battery back-up comes in very, very handy.

This is one game that'll appeal to all kinds of game freaks. Well worth the money!

PAUL



RPORATION

Corporation's stunning! When you've seen as many games as I have, it makes a refreshing change to play something *different*. I remember when a graphics system known as *Freescape* hit the computer world. *Corporation* uses the same kind of effects for its fabulous 3D viewpoint. The computer versions failed as far as I'm concerned, 'cos the scrolling was *so* slow. Fortunately, the MD jaunt's bloomin' fast! This is a huge game, too — the route to the end's gonna take a helluva lorra mapping! The puzzles are great, really complex and challenging. Travelling through the passageways is incredibly eerie. You never know what's coming round the next corner...! Presentation and soundtrack add to the overall atmosphere — prepare to be spooked! With great graphics and original gameplay, *Corporation*'s one you'll be playing for ages. A winner if ever I saw one. **ADE**

Search the corridors for access to other levels, then make sure your security card'll get you through.

Keep a close eye on the map features on the central screen. This'll tell you where you are, but it gives much needed advice on the location of the mutants as well! Very handy.

The mutants scale up smartly when you get close to them - but don't get too close!

Press on the icon menu to get the extra weapons you need.

Remember, you're being monitored at all times, so take out those seeing eyes!

- PRODUCER: VIRGIN
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

92% PRESENTATION
- Several characters, brill stills, back-up

93% VISUALS
- The best 3D effect on the MD

84% SONICS
- Off-the-wall but good tune and FX

89% PLAYABILITY
- Easy to use and fun to play

90% LASTABILITY
- Tough but not impossible

91% FORCE
- A Blaster and no mistake!



PAUL MELLERICK definitely hasn't got any marbles, and madness runs in the family, so who else could've taken a look at this one?!

Make good use of the downpipes but stay clear of the green slime!

Time your move over the ramp or else!

Sorry, but games like this just leave me cold. I mean, what's the point?! Sure, I admit guiding that fragile blue sphere round the paths is a touch challenging and the ever-decreasing time limits add a little urgency to the affair. Sadly, that's about it. There's nothing pretty to look at, no dynamic sounds and about the most exciting piece of action is where the little brush comes along to sweep away yet another disastrous piece of ballplay! As Paul says, if you liked *Marble Madness* the first time around you'll probably love this. Otherwise, look elsewhere for your games action. ***ADE***

MARBLE MADNESS

Marble Madness is a direct arcade copy featuring all six levels and the same annoying gameplay as EA's MD version, so now all you 8-bitters can experience as much hair-pulling frustration as the rest of us. The basic (and I mean, *basic*) idea is to roll a marble along a course, usually downhill, to the 'GOAL' marker at the end. The courses are filled with obstacles, from acid pools to big, black balls out on a sabotage mission and some levels have different routes to the end, so it's up to you to negotiate these and find your way through!

Virgin have done a good job of reproducing the coin-op

If you've got the time...

Easy, huh? Well you've got a time limit too! Each level's limit gets smaller as you go on, but at least you can carry leftover time to the next level. If you're smart, you'll succeed!

To add to the confusion, it's viewed from a 3D perspective and the control system doesn't half take some practice before you master it!

You won't finish this one easily, the levels are very intense, starting from easy and working through to damned near impossible and you don't get any continues, so if you make mistakes early on you're gonna run out of time!

Close one

Virgin have done a good job of reproducing the coin-op and experienced *Marble Madness* fans will go ape over this for the simple reason that it's *so* close to the original.

Unfreaks should think before getting this one though, *Marble Madness* is very samey and after a few plays, I can get to Level 5, only to die every time on Level 6. Sure, some people thrive on this type of frustration, but others'll find its got the lifespan of a Wayne Dobson joke!

Check it out, *Marble* fans, but interested passers-by - pass it by! ***PAUL***

- PRODUCER: VIRGIN
- GG: TBA
- MD: OUT NOW
- MEMORY: 256K
- PLAYERS: 1
- PRICE: £32.99

SF rating

77% PRESENTATION
- Bare options for sound only

88% VISUALS
- Very good coin-op quality graphics

55% SONICS
- Banal tunes. Turn down the volume!

79% PLAYABILITY
- It's Marble Madness, 'nuff said

79% LASTABILITY
- Not as appealing as the MD version

76% FORCE
- For hardened fans only.



Four in one! Loads of choice but a little on the dull side!

You've never played snakes and ladders like this before! Big money or big forfeits - your move!

Advance Play!

GAME GEAR 99

KUNI'S GAME PARADISE

Small they may be, but Game Gear carts are smarter than they look. There's a whole lorra crammin' going on as ADRIAN PITT gets four for the price of one...

Yep! It's true! We had wind of these four-in-one carts a while back. Some clever sod in the Land of the Rising Sun's decided to cram a varied array of games on one cart — and a pretty nifty idea it is, too!!

Dressed for success!

Here, you take on the role of Kuni, a young Japanese maiden who's set to take part in a humungous extravaganza tomorrow night. Alas a warty old witch has stolen your best party frock (wot a cryin' shame! - ed).s

To get it back, you've gotta recover three jewels, hidden in the Witch's castle's creepiest crevices! The jewels are yours if you can complete the four challenges in the *Games Paradise*.

Sonic's a real sport!

The first is a *Columns* rip-off, Koramuzu. Get four or more symbols of the same shape and colour together to clear the screen. To finish a round, you must eliminate the numerous flashing symbols.

Plenty of continues, 20 stages and a choice of speeds make for a great jaunt, but then games of this genre are always addictive.

Fancy a spot of tennis? How about Sonic as the umpire? There are four opponents in all, ranging in difficulty. Use button [2] to lob the ball, [1] for a harder, higher shot.

The court's a bit jerky during play and the players are a little unresponsive. Nice 'n' colourful, though, with fair in-game FX.

If you're unlucky, carry out the odd forfeit or ten!

Snakes & Ladders is the next challenge. You compete against up to three other players on a huge, multicoloured gameboard. All moves are controlled via a roulette wheel. Advance along the board to win huge cash prizes or, if you're unlucky, carry out the odd forfeit or ten!

It's a novel idea and something I haven't seen before. I believe the wheel's a little biased but other than that, there's the usual jolly GG sprites and ditties.

Finally, play the card game Billionaire. You've a hand of 11 cards and must discard those of a higher value to thrash the four GG players. If *their* cards are of a higher value, you get yours back to hold onto until your next turn comes around. The first to discard all their cards wins.

Bored games...

Again, the computer plays a tough game! The screen's nicely laid out, the graphics are colourful and well-defined. The game's a touch boring, though, and with the other players appearing to cheat, it's quite unrewarding too!

So too's the whole cart! Tennis and Koramuzu are the better games. Though graphics, presentation and sound are above average throughout, the package lacks both playability and lastability. It's nice to see a few original touches, but there aren't enough of 'em to keep you playing. Save your pennies, I reckon.

ADE



No more suffering, no more frustration when your existing joypad cracks up, or when you want good hard two-player action. Because SEGA FORCE is giving away FREE a Joypad for either Mega Drive or Master System with every 12-issue subscription! Or, if you prefer, you could have a Carry Case for the Game Gear (in one of two terrifying colours). You choose!

JOIN THE DEAD-HEAD GAME SET AND GET YOUR MONTHLY FIX OF SEGA FORCE ACTION AHEAD OF THE DROSS CROWD. IT COULD BE FATAL TO MISS OUT...

SEGA FORCE

Okay, I can't handle it alone without my monthy dose of SEGA FORCE. Please prescribe me 12 issues and rush me my free gift* as soon as you can – I'm relying on you!

*(The free gift only applies for UK residents. Subscriptions outside Europe are posted air mail)

- ***The free gift I've chosen is...*** ☐ MD Joypad 7201 ☐ MS Joypad 7202 ☐ Game Gear Case (throw-up green) 7203 ☐ Game Gear Case (lurid puke pink) 7204
- £22 UK Mainland including FREE Gift ☐ 7001
- £28 Outside UK ☐ 7003 • £42 Outside Europe ☐ 7005
- Method of payment: ☐ **VISA** ☐ **ACCESS** ☐ **POSTAL ORDER** ☐ **CHEQUE**
- Credit Card Number ....
- Expiry Date .... • Signature ....
- Name ....
- Address ....

..............................Postcode ....

- Make cheques and postal orders payable to **Europress Direct**. Send this form with payment to: **Europress Direct, SEGA FORCE SUBSCRIPTIONS, FREEPOST, Ellesmere Port, South Wirral L65 3EB.**
- ***Phone orders:*** 051 357 1275 • ***Subscription enquiries:*** 051 357 2961

europress IMPACT



PHAZER GUN
includes Top Shooting, Marksman Shooting and Safari Hunt.
Code 7217 £44.95
Mail Order
MASTER GEAR CONVERTOR
Don't miss out on the latest releases! The brilliant Master Gear Converter fits straight into the back of your Game Gear and lets you play Master System games too!
Code 7222 £17.95
SEGA HAND HELD GAME BAG
Dazzle your mates and be the envy of your local game freaks club with this ultra-cool Game Gear carry-case! Specially designed to take in a couple of your fave games to boot, you can't beat it for value! They are made of canvass and come in two different sizes.
Han Held Game BagCode 7223 £9.95
Megadrive carry case Code 7231 £17.95
SEGA MEGADRIVE SECRETS
Get Volumes 1 and 2, jam-packed with Mega Drive strategies, hints and tips. Essential reading for MD drivers!
Volume 1 CODE: 7229 £9.95
Volume 2 CODE 7230 £9.95
SEGA MEGA DRIVE SECRETS
MEGA DRIVE JOYPAD
CODE 7215
£12.95
DATEL ACTION REPLAY
Datel Action Replay Cartridge
Code 7218 £34.95
Datel Action Replay Pro Cartridge
Code 7219 £44.95
MASTER SYSTEM JOYPAD
CODE 7214
£12.95
BACK ISSUES
The following issues are still available:
January 1992 Code 7401 £2.50
March 1992 Code 7403 £2.50
April 1992 Code 7404 £2.50
May 1992 Code 7405 £2.50
June 1992 Code 7406 £2.50
STAR CURSOR JOYSTICK
Fancy a taste of the arcades in the comfort of your own bedroom? Specially designed to look and feel like a coin-op stick, the Star-Cursor's as tough as old boots, with a full 1 year guarantee to prove it!
Code 7216 £19.95
SEGA FORCE T-SHIRTS AND POLO SHIRTS
Black T-Shirt Small Code 7224 £8.95
Black T-shirt Large Code 7225 £8.95
Black Polo Shirt Code 7226 £11.95
Black Polo Shirt Large Code 7227 £11.95
SEGA FORCE
Order at any time of the day or night
Don't forget to give your name, address and credit card number
By phone:051-357-1275
By fax:051-357-2813
General Enquiries:051-357-2961
Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB (no stamp needed if posted in UK) Products are normally despatched within 48 hrs of receipt but delivery of certain items could take upto 28 days.
Product Description
Ref No./Format
Price
Total
POSTAGE:Add £4 for Eire/Europe, £8 for overseas unless specified above
I wish to pay by:
Cheque/Eurcheque made payable to Europress Direct
Access/Mastercard/Eurocard/Barclaycard/Visa/Connect
Expiry Date
Name
Signed
Address
Postcode
Daytime telephone number in case of queries



Reviewed!

With zero intelligence, PAUL MELLERICK's always winging it up. Here he checks out Sega's latest blast-'em-and-run release.



After a bit of a lean spell on the official release front, Sega are getting the heavy ammo out for the summer. Last month we saw the classic *Hellfire*, now we get *Zero Wing*, *DJ Boy*, *Taz-Mania* and the promise of loads more to come over the next few months.

But onto the game in hand, *Zero Wing*. Released some time ago in Japan, it shares a fair bit with *Hellfire*. Both were created by Toaplan and they're both bloody good. Before I get to the juicy bits, though, here's the plot:

The year is 2103 and the Milky Way Federation has just completed the last of the eight strategic defense bases to monitor and protect against intergalactic crime. The worst culprit's someone called Cats, whose band of pirates roam deep space causing a fair few headaches.

It's all gone horribly wrong!

But even though the defence network was working, tragedy struck. Ten Strike Force attack craft that were docked aboard the Federation 1011 Star Cruiser were destroyed in a mammoth explosion aboard the ship.

After the confusion died down, the operator reported a strange signal coming in through subspace communications.

'Put it on the viewer, NOW!' cried the captain.

It was Cats, and he was smiling.

'Nice to see you [to see you, nice]. I've taken control of all the bases and today will go down as the day the Milky Way Federation was destroyed by one man... ME! HA HA HA!' (Silly sod! —Ed)

By some miracle (isn't it always?), one fighter remained undamaged, the ZIG-01, nicknamed 'Zero Wing'. It was ordered into battle in a last ditch attempt to save the Federation from the evil Cats. So now you have to fly to the other seven bases and destroy Cats' forces to save the Federation. You may even get promotion out of it!

What a tractor!

Zero Wing's controls are simplicity itself, with only two buttons in use at any time. Button [A] fires the weapon you're carrying, with autofire if the Rapid function's selected from the options menu.

Button [B] operates the ZIG-01's special tractor beam, which can be used in a number of ways. The beam can suck an alien ship onto the front of your ship and fire it back at the enemy using [B] again. You'll also come across the Bodyguard, which protects the ship from flak and can be used as a smart bomb by pressing [B] in the same manner as before.

Fire a few hundred bullets and hope they die

The tractor beam can also be used to pick up the power-ups left behind when you destroy a Unit Transporter, decreasing the chance of getting blown up when trying retrieve a power-up icon (always happens, doesn't it?!).

Oh pod!

The weapon power-ups come in three different forms. The transporter leaves behind a coloured pod: red (the first time you collect it) gives three-way firing, blue arms you with devastating lasers and green gives homing missiles. You also get speed-ups and extra lives, to a maximum of ten.

Graphically, *Zero Wing*'s slightly better than *Hellfire*, sporting intricate backgrounds and metallic scenery to avoid. The end-of-level nasties vary between big, bad creatures and very big, bad ships with awesome firepower. Luckily, none of them need to be hit in a special area — just fire a few hundred bullets into them and hope they die before you do!

The sounds consist of the usual tinny Jap tunes we all know and hate, with accompanying laser fire for effect.

Playability's up to the usual Toaplan standard; easy to start with but play through a while and you find things ain't so simple. One point to remember is that the only way to die is by taking a direct blast on your ship, so use your two outriders to soak up any missiles coming your way.

The levels are long and the baddies sure are tough, but not *over*-tough. Die a few times and you'll soon notice the mistakes you're making.

With three difficulty levels and infinite continues on Easy level, this probably won't last as long as *Hellfire*, but it's a slick shoot-'em-up that'll give you decent playing time and a fair dose of blasting!

PAUL

RO WING



Above: Cats' message comes through and the Captain is more than a little surprised.

The last ZIG fighter, nicknamed Zero Wing flys out on possibly it's last mission. It's all up to you.

Right: This first end of level baddies is big, bad and UGLY. Reminds me of Adrian actually.

Use your tractor beam to grab an alien and stick it to the front of your ship, then let it fly.

This Cats guy has a bit of a big ego if you ask me. Just blow him away, quickly.

Zero Wing's your run-of-the mill shoot-'em-up. The familiar things are here: extra lives, mega weapons and wacking great baddies. Paul's compared it to *Hellfire* but it's obvious which comes out on top! Having said that, *Zero Wing* still has a few merits. The scrolling and movement are smoothly done with your tiny ship fair whizzing around the screen. There's good use of colours, cool explosions and weapon effects. Controlling the game's no problem, either, but even though there are some nice touches, I can't get over-excited about it. Not a brilliant game but a fair challenge nonetheless.

MAT

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF RATING

84% PRESENTATION
- Animated intros, various options

89% VISUALS
- Smart graphics and terrifying nasties

83% SONICS
- Up-beat Jap tune with good FX

89% PLAYABILITY
- Easy to use and highly involved

82% LASTABILITY
- Not that hard using infinite continues

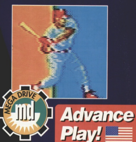
86% FORCE
- Almost as good as *Hellfire* — but not quite.



100% GAME BOY • 100% GAME BOY • 100% GAME BOY
The essential magazine for your GAME BOY
Launch issue OUT NOW – special introductory price 99p!
ISSUE 1
GB ACTION
JUNE 1992
99p NEW!
WIN! 20 SUPER NESs WORTH £3,000
The ULTIMATE guide to PRINCE OF PERSIA
THE UNOFFICIAL ACTION MAG FOR YOUR GAME
EXPLOSIVE RACING ACTION WITH
EVERY official GAME BOY game reviewed in your free GB Action supplement!
In-depth reviews of all the new games
Unbeatable game-busting hints and tips
The latest games from Japan and the US
100% GAME BOY • 100% GAME BOY • 100% GAME BOY



'Bottom of the ninth, bases loaded... The pitch, the hit — it's a homer for a grandslam!' Oh God, PAUL MELLERICK's finally lost it! Did he ever have it?!



SPORTS TALK BASEBALL

Baseball, don't you just love it? A game played by Americans and understood by absolutely nobody. Personally I think it's payback for the English inventing cricket.

All you baseball freaks can now enjoy this sport(?) with Sega's exclusive play-by-play commentary, the same feature used in the recent *Joe Montana 2: Sports Talk Football.*

The speech system is used to give all the facts, figures and generally useless pieces of information you'd never want in the first place. But what about the gameplay?

Sports Talk Baseball includes over 500 players, all 26 teams from the leagues and the stats from the 1991 season. When you've finished marvelling the accuracy of the game, you can take part in an exhibition match, the Pennant Race (league) or the All-American Pro Game. Pick your team and away you go.

Sampled cheers and crunching leather-on-wood!

Diamond hogs

One thing to remember: it *is* a complicated game. The basic idea is to score more runs than your opponent. You score runs by moving players round a diamond each time the ball's struck. You can stop at the diamond's corners (bases) and wait there until the next batter is in play, then you can try to move to the next base.

While you're trying to score, the opposition must try to get you out by tagging you or the base before you get there, or catching the ball straight from a hit.

The real problem with baseball games is the way you control the players both batting and fielding. Unfortunately *Sports Talk Baseball* doesn't differ from other games available, such as *Super League* and *Hardball.*

Sonic, too!

The game has very neat graphical touches. Hit a home run and Sonic appears on the scoreboard, for example. The sprites are good and the animation of each character, particularly when batting, is very smooth.

Aside from the fantastic speech, the sound is okay, with sampled cheers and a thumping leather-meets-wood crunch when you hit the ball.

If you love baseball and have a friend who loves baseball, this is worth looking at. If not, beware.

It's very tough and takes a lot of practice. I've been playing solidly for three days and I'm only just getting the hang of it and starting to beat the computer.

With a friend *Sports Talk Football* becomes easier. You both make mistakes and start enjoying the game.

If you're into two-player sport sims, try this before you buy — but *do* try it.

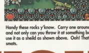
PAUL

Top of the first and your one up on the phillies, keep it up matey.

Above: Halfway through the swing, hit or miss? We'll never know.



Reviewed!



Handy these rocks y'know. Carry one around and not only can you throw it at something but use it as a sheild as shown above. Ooh! That smarts.

CHUCK

Hard Rock? Punk Rock? Blackpool Rock? No, it's Chuck! PAUL MELLERICK puts on a few stone and belly-butts Mat from the Mega Drive.

My old friend Chuck's in a bit of a dither! His best girl Ophelia's been cavenapped by his arch enemy, Gary Gritter. But being your typical chivalrous caveman, he decides to go after her.

This is the story behind *Chuck Rock*, an Amiga game converted to the MD by those very nice people at Virgin (who bear no resemblance to any of the game's characters honest!).

Chuck's gotta fight through five levels to rescue his love from the clutches of Gary, using all his powers to defeat those dotty, dastardly, demonic dinosaurs who come in all shapes and sizes.

Chuck can run and jump, just like the rest of us, but he's also gotta pick up the rocks that lie about and use them to reach higher platforms and squash onscreen deadheads.

Bouncing beer belly!

But (pun intended) if Chuck wants to be mega-bad, he can unleash the grossest, most disgusting special weapon ever seen in a console game: the BELLY BUTT! Press button [B] and watch that dude stick out the spare tyre around his waist and flatten his assailant. Outrageous!

Though Chuck's pretty much in control, he's also gotta enlist the help of various dinosaurs that lie in wait for him. On the very first level, Chuck belly-butts a sleeping pterodactyl to pick him up and fly him to otherwise inaccessible places. Hitching a lift on the brontosaurus taking a dip in the river's a good idea, too — hop on and away you go!

Put all these bits together and Chuck must negotiate three stages to reach the end of each level, then figure out how to beat up the guardian.

Brightly coloured with amazing attention to detail

Chucking brilliant!

If you take a look through this issue (pages 28–30), you'll find the review of *Taz-Mania*, where Mat and Adrian go arse-over-tit about the graphics. Well they can shut the hell up!

Chuck blows everything away (open mouth… —Prod Ed). The levels are brightly coloured with amazipg attention to detail, parallax scrolling's of the first order and the individual animation of the characters is brilliant and funny.

Stop for a while and Chuck will scratch his back or stick his tongue out and some dinosaurs have equally funny surprises in store. Just wait and see! Top awards also go to the sound, with great in-game tunes and the soon-to-be-sung-by-the-nation title tune which, incidentally, features the Chuck Rock band playing along. Amazing.

Playing *Chuck*'s an experience and a half. It moves incredibly well, and with use of various-shaped rocks, lifts itself high above the crowd.

Platform addicts will have to choose between *Chuck Rock* and *Taz-Mania* for total platform addiction action, but if I were you I'd save my dosh and buy both.

It looks like Sonic's crown's slipping fast! Hurry up with *Sonic II*, Sega!

PAUL



What can I say? *Chuck Rock*'s great! That saddo Paul has been raving (mad) about this platform romp and I have to agree with him. The opening sequence with the band is a scream! The controls are a bit sluggish but the game still plays well. There are loads of levels to explore, items to find and use, and creatures to splat. The sound's a tad disappointing but the effects are realistic enough. Grab this hilarious game with both mitts and club a brontosaurus to death with it! Even though I don't think the graphic animation is *Taz*-beating, *Chuck Rock*'s still worth every penny! **MAT**

Level 2 and boy thing are getting slimy. Looks a bit like Matt.

Below: I'm glad you don't have to battle this bigggun. Did you know on the Amiga game this guy went for a dump but SEGA didn't like that.

GROSS OUT! Leave Chuck alone for a while and he'll get bored, scratch his arse or yawn.

- PRODUCER: VIRGIN
- GG: TBA
- MS: AUG
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £39.99

SF RATING

84% PRESENTATION
- Great intro, but sadly no options

95% VISUALS
- Best platform graphics Paul's seen

88% SONICS
- Amazing intro music and in-gane tune

94% PLAYABILITY
- Involved but really easy to get into

92% LASTABILITY
- Tough, game freaks should finish it

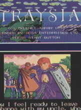
93% FORCE
- One of the top three Mega Drive platform games.



Advance Play!

MEGA DRIVE md





TRAYSIA

Traysia, the love of your life. So what do you do? You up and leave, that's what. PAUL MELLERICK gets to grips with this latest RPG caper.

This, believe it or not, is the very loose idea of the game. You take control of Roy, an 18-year-old hero who left his native town, Johanna, in search of thrills, spills and general mayhem.

Roy travelled with his uncle until he decided Roy should venture out on his own and find his own life. You now control Roy and must help him in his quest(s) to get back to Johanna and his love, Traysia.

This is a hell of story, and not knowing why or where you are is very silly. But by talking to various villagers you'll find out you need to fight with the Master and must choose sides. All very confusing.

Your adventure starts in a village and you must interact with the characters and gather information to work out what to do.

...Traysia, I don't mean to leave Johanna without saying good-bye to you.

Here's a little bit of advice: spend a night in the inn to save the game then wander to the weapon shop. You need to go to the big building surrounded by walls to meet up with your companions. These chums follow and later help you.

Falling flat

As RPG fans know, a great story is essential to this type of game. You need to feel involved and active to get into it.

Traysia falls flat though and the manual isn't much help. The interaction is standard sentencing or yes/no options and features nothing we haven't seen before.

Not knowing why or where is very silly

Although nothing special, featuring small characters with nice backdrops, *Traysia's* okay to look at. Soundwise it's pretty poor, this is another low-budget RPG produced just to please fans of the genre.

I'm not an RPG hater but the last few releases (particularly Renovation's) have been pretty dodgy, and the Mega Drive is capable of much better than this.

If you want a decent RPG you'd be better off playing *Buck Rogers* or *Rings Of Power*.

PAUL

Would you like to sign in our travel log? YES NO



Traysia, the love of your life has given you this pendant so you won't forget her. Aaaahhhh!

This is where you must meet you fellow fighters. First look around the town for a bit.





GUTTER SNIPE

Faster than an Inter-City, more deadly than a bullet, built like Quasimodo with a solid, cast iron gullet. He's not a fashion victim 'cos his clothes are frumpy, his string vest's made of fishing wire and his under-pants are lumpy. Worra sad sod!

Letters

What a disastrous month I've had! The local morgue-cum-butcher's has gone into liquidation (yuk!). No more lean cuts off the shoulder! Snarl! The closest I got to fun this week was wearing a stretch-lycra leotard and trying to sexually molest a trampoline! Gnash! The price of oxygen's gone up yet again! If ya wanna breathe round 'ere, you 'ave to fork out three shillings and sixpence. Heaven help me if I wanna go joggin'! Mumble... grumble... mutter...

Anyway, enough of this! I suppose you beggars want ya letters answering, eh? Load of stuff and nonsense you lot churn out. Nevertheless, me Knight won't give me my Gutty Grub if I don't answer 'em. So, send your scribblings and pics to: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Loads of bods giving Paul some hassle, but it appears he has a fan...

Paul's bestest buddy!

Dear Mr Snipe (if you're married?!)

I wrote this letter in the most terrifying mood — even worse than yours, Snipehead! So, for a start, you can stop having a go at Paul Mellerick.

You may think 'God! What a bumlicker!', but Paul deserves a fair hearing. I know he can be a bit of a dicksplash when he reviews games and half the pics drawn of him make the lad look like a smug git, but he doesn't deserve all the flak he gets from the other readers.

For example, Ian Wollin classed Mellerick as 'a part-time roadsweeper... who's three years old'. Well he's just as much a prat to write such immature crap! Yes Gut, I'm getting bitchy and if anyone wants to argue, come on — I'm waiting!

That's about it,

Snipe mate. Whatever you have hangin' down your left leg; keep it nice! I'll write again soon. See ya!

Richard Harte, Hornchurch, Essex

PS Your mag's better than *Sega Pro*.

Admit it, scumball, you're Paul Mellerick's long lost cousin twice removed! Worra creep! Sadly, Paul's been *so* affected by the recent barrage of criticism he now spends most of his time weaving wicker baskets in the Sunny Valley Psychiatric Hospital. He's tried to abscond on numerous occasions by knotting together sheets. Unfortunately, sheets of *glass* aren't the best means of escape! He's been stitched up more times than Arthur Daley's bank manager! Send all flowers, grapes and bottles of Lucozade to me and I'll pass 'em on with your fondest regards. Get well soon, Paul! Tee-hee! Titter... chortle... splutter...

Claire-tastrophy...

Dear Gut

I, like many other plebs, would like to ask a few questions: 1) Did the same bloke Oli draw for CRASH magazine? 2) Who's the dude who replaced Claire? I hate him! 3) Why shouldn't Paul say he's the best gamesplayer? It's OK to show a bit of ambition. 5) Why keep printing Anthony Stevens' letters? He's a dork who's only trying to get in the mag every month. Tell him I've declared war and I'm ready to call on the millions who hate him!

Daniel Hitchcock, alias 'The Shadow', in a dark and distant void



Well would ya believe it?! Looks like we've finally found someone who's artistic bent (eh?!-ed) matches that of Anthony Stevens!! This totally cool piece of Taz was sent in by 14-year old Tom Percival of Bishops Castle, Shropshire. Just down the road from SF Towers, in fact. Sega themselves would be proud of this one. Take a good look dudes, see what a good bit of colour can do for your pics? Got all that? Then get drawing and let's see some cool artwork flooding in for the Summer!

Any relation to Alfred? I loved that film of his. The one where all those birds went crazy — a classic! What was it called? Oh yes! *Naughty Nurse Rides Pillion.* Worra corker! Bit rude, mind!

Right, where was I? Yes indeed, Oli Frey *did* draw for CRASH. He does the artwork for ZZAP and the new mag for Nintendo users (spit!), N-FORCE.

I'm not quite sure who you mean when you say 'the dude who replaced Claire...' It can't be Ade, Big Ed would come down on ya like a ton of horse shite if it's him ya talkin' about and you can't *possibly* have known about Matthew Yeo; your letter arrived well before his mush appeared in SEGA FORCE (unless we have a spy in our midst?). Okay, I'll give Paul a break — he *did* thrash the Pampers off Danny Curley after all! And as for Anthony Stevens, well he may be three sandwiches short of a picnic but he's a bloody good drawist, so naff off...

Giz a Mega Drive!

Dear GS

I think your mag's brill and Mega Drives are cool. Speaking of which, I ain't got an MD. Why not help a frustrated little SF reader and send a parcel to Blackwood containing a 16-bit machine?

Anyway, I won't waste any more of your time begging. Down to business. 1) Which is the best, an Amiga 500, Nintendo or Mega Drive? 2) What's your fave game on the MD, MS and GG? 3) How do you turn an MS into an MD?

Oh, by the way, Paul's a big fart!

Kevin Timothy, age 13, Blackwood, Gwent

Well Kev, your Mega Drive's just phoned in, apparently he's stranded on Abergavenny station with an irritating 56-year-old codger from Cleethorpes who knows all there is to know about the inner workings of the Thermos flask. Not looking hopeful I'm afraid! Chuttle... giggle... snarl!

Here's ya answers: 1) Strewth, tit-for-brains, think what magazine your writing to! I ask ya! 2) I don't 'ave favourite games, I just eat 'em. Game Gear carts are like mini Shredded Wheat to me! 3) How do you turn an MS into an MD? Well, grab a foot pump, an elastic band and a piece of Bacofoil and set about putting the planet in order. Your Master System won't change in the slightest,but you'll have a lorra lorra fun in the process! Take care!

Picture this...

Dear Gutter Snipe

I though this great picture of Donald Duck and Sonic might make your magazine even better — if that's at all possible!?

Adam McFarlane, Ruddington, Nottingham

Cor blimey, Adam, the mag's improved already! Sales have gone up tenfold! God, I'm such a sarcastic git! But you love me!

Ade's fantasy fulfilled

Dear Mr Snipe

I'd first and foremost like to point out to Adrian Pitt that in Issue 4, his face appeared 15 times (including his ugly mug at the start of the tips section). Paul Mellerick's only appeared 14 times. I say this because in the *Super Fantasy Zone* Advance Play, he said he'd like his mush to appear more times than Paul's!

Secondly, I'd like to congratulate the team on an excellent mag. Finally, I'd like to offer some improvements: 1) Bigger ads section. 2) More reviews and pages. 3) Some mega free gifts.

PM Ubee, Chelmsford, Essex

Actually, I think Ade forgets that in Issue 1 of SEGA FORCE his face appeared loads more times than Paul's, basically 'cos Mellerick didn't work for the mag then! Ade had a quick read of your letter and he's a little upset that you class him as 'ugly'. Did you know that in his hay-day, he claims to have been a male model? Apparently it's true! His boyish good looks and beefcake body have graced many a knitting pattern! Ask ya granny!

As for your improvements, well, the ads section will grow if you lot send in more classifieds. There are indeed plans afoot to make SEGA FORCE bigger and better — more reviews and features are on their way! Stay tuned.

Eddie, our new Marketing Manager comes up with ideas for giveaways. The cinema tickets were pretty mega, don't you think? He's got plenty more free gifts up his cardigan, so keep ya eyes peeled. A selection of my lukewarm jockstraps will appear on the cover of Issue 312. Bet ya can't wait!

Three-Dee dazzler!

Dear GS

After reading your skill 3D spesh, I decided to draw Sonic in 3D! Please print the pic in your magazine 'cos it's better than any other Sega mag around.

James Mason, Streatham Vale, London

You clever git! It actually works! Unfortunately, our designin' dudes have to shrink all pics to make 'em fit on the pages, so your 3D effect may not work so well now. But believe you me, readers, this lad's onto something, those arty types upstairs were dead jealous!

One of 'em screamed: 'I 'ate kids!' (Whether that's with or without an 'h' we're not too sure!!)

Have ya still got your mega 3D specs? You'd better have, otherwise you won't get the best out of this brill effort by James Mason (no relation!) of London. Bleedin' clever chappie that James!

What a helpful rotter I've been this month! Answering questions, apologising to complete has-beens! Well, it WON'T 'appen next munf — so watch out! Got to get me priorities right. Perhaps if Big Ed believes me to be an alright kinda guy, he'll leave me alone, then I can carry on takin' the mickey outta the lorra ya! Can't wait for the next ish, 'cos Anthony Stevens speaks out — at long last!

Just one final thing before I crawl up me own backside, if you've any editorial queer-ies (and there's nowt as queer as Paul Mellerick! Go on Pauly, sue me for libel! He hates being called 'Pauly'!), give those journos a bell on (0584) 875851.

For subs, call Europress Direct on (051) 357 2961. Phone orders etc (051) 357 1275 and for those who want back issues, try (051) 357 2858. Gut rules, OK?!

It's mega wonderful!

Dear Gut

I have a Sega Mega Drive and I wonder if I bought a Mega-CD, would it be capable of the same things as the Wonder Mega?

D Langan, Liverpool

PS Your mag's cool.

The Mega-CD and the Wonder Mega are identical in both the graphic and sound departments. However, the WM has added sound editing facilities, a Karaoke device etc. Crikey! That's an incredibly serious answer, I didn't even insult ya! Must be a little peaky today...

Gut'll fix it

I'd like very much to meet the team for a small chat because I'd like to join the gang and help out with the mag. Though I'm only 12, I'm a brilliant gamesplayer and believe you're a nice bunch of people. I have a Master System 2 with one game. I can do reviews on any MS games and I'm good at drawing.

Edwin Daniels, Sega Force City

You don't wanna meet this crowd of morons, Edwin, they can't string a sentence together between 'em! I *could* arrange a visit to SEGA FORCE towers for ya, but you'd only spend the week dragging old bedsteads outta the river and eating Spanish onions! Hardly worth it, eh?! Grunt!

We ARE a nice bunch of people, but as for a 'small chat' the smallest thing your gonna get out of us is a 50p Pick 'N' Mix voucher from Woolworths and a tin of Spam. Yummy! Yum! Yums!

Pirates ahoy!

I'd like to know if there's an add-on for the MS whereby you can copy games? Also, where can I buy blank cartridges and the copier?
Simon Horn, Tyne and Wear

AAAAAAAAAAAAAAAAHHHHHHHH-HH! That's the sound of your letter being dropped down my waste disposal unit. Don't EVER think of piracy, that's like asking the Pope to appear on *Last of the Summer Wine*. Now, get outta here, dog breath!

**BIG ED SAYS: Don't do it!!
Yeah, old Snipey's actually talkin' sense here for a change! There's big bucks at stake in the game world, and it just don't pay to be a pirate! Be warned!!**

SEGA FORCE CLASSIFIED ADS

FOR SALE

Gamegear, Battery Pack, AC Adaptor, Widegear, Sonic, Montana Football, Monaco GP. Only £110 the lot. Call (0277) 362838 (eve) or (071) 588 2345 (day), ask for Jeremy

MegaDrive for sale, boxed with PSU, joypad, dustcover, Sonic, Strider, Hellfire, Zero Wing, Mickey Mouse, F22, M1 Battle Tank, Magical Hat and mags. RRP £450 and the games themselves are worth £300+. Wow!! Yours for only £330, the lot. Ring (0484) 543315 after 6pm

PAL Mega Drive, two joypads, six games inc F22 and Super Monaco GP. Six months old, all boxed and in excellent condition. Only £200. Phone (0778) 347777

Amstrad CPC464, colour monitor, loads of software, books, magazines. £200 the lot or swap for Sega Mega Drive. Phone (0352) 720603

Master System 2 with Sonic and Alex Kidd and Python joystick, £55. Tel: (0427) 752006
My front room Mega Drive exchange service, lots of cheap titles sell or swap. Just ring for list before 8pm on (021) 459 7576

Game Gear for sale, boxed and in brand new condition, eight games including Sonic and Donald Duck. All boxed. Also including rechargable battery pack and AC adapter. Worth £350, sell for only £275. Telephone (081) 751 0495. Hurry!!

Sega Game Gear for sale with Master Gear Converter, six games, lots of accessories. £250 ono. Phone after 5pm (0993 775106.
For sale or swap, Game Gear plus ten top titles, £180 or swap for Megadrive games. Tel: (0608) 730312 anytime

For sale, Sega Master System plus Lightgun, two joypads, six games including Wonderboy III. Worth £190, sell £75 ono. Ring Jon on (0952) 292976 after 6pm (weekdays).

For sale, Explorer joystick, Golden Axe, EA Hockey, Lakers, JM92 Road Rash for £25 each, sell everything for £120. (0276) 22454.
Mega Drive PAL, plays all games, includes Python joystick, joypad, Sonic and Rastan. Worth £200, sell for £120. Phone (0276) 22454.

WANTED

Wanted wanted, all Mega Drive games. Private buyer. Must be boxed (instructions, top prices paid). Farnborough (0252) 860071
RPG expert in Super Hydide or Phantasy Star 3 wanted to help RPG beginner. Please write to Trevor at 20 Bembecula Road, Kilmarnock KA3 2LA

Wanted, UK Sega Mega Drive carts. All games considered, will pay good prices. Telephone Gary on (0483) 476445.

Wanted, Masters and Mega Drive, plus all games. Sensible prices only. Ring Mike on (0889) 574070.

USER CLUBS

The high quality informative Game Gear magazine, £1 coin and SAE, 'Essential G.G'. 11 Lystra Road, Moordown, Bournemouth, Dorset BH9 3AZ.

SWAP

Swap my £175 worth Amiga games new, WWF, Turtles etc, for your UK Mega Drive plus Sonic, joypad. Ring Simon on (0733) 61145

Slightly miffed

Dear Snipe

I recently purchased Issue 5 of SEGA FORCE. I was appalled at the lack of attention given to GG and MS games. I understand there's a lot of talk and excitement about the WonderMega etc but please try harder to review more for the Game Gear and Master System.

I believe that each system should get an equal amount of coverage in your mag. At the moment, the 8-bit machines are trailing well behind, coverage-wise. If I don't see more reviews in the next issue, I'll stop buying your magazine for good.

However, in spite of my complaint, I'd just like to add that I think the content and layout of SEGA FORCE is very good. Actually, I really quite enjoy SF, but like almost every other Sega magazine, you totally neglect the Game Gear and Master System. Why not be the first mag to change your ways, perhaps the others will follow suite?
An annoyed Game Gear owner, aged 12

Moan... wibble... blubber! We *are* 'Mr Chip on our shoulder', aren't we? I reckon you've answered your own grumble there, me lad, with the statement '...like almost every other Sega magazine you totally neglect the Game Gear and Master System...'. Do you reckon these mags (ours included) leave out GG and MS reviews because we favour the Mega Drive? No way, José!

The reason there are fewer 8-bit reviews in the mag is 'cos there ain't as many 8-bit games to review! Simple, huh? We CAN'T grab GG and MS games outta thin air. If the software companies aren't releasing any 8-bit carts, how can we review 'em? As Fanny Craddock once said: 'You can please some of the people some of the time, some of the people all of the time, if you're half baked and hard of herring — tough halibut.' (Or was that Abraham Lincoln?!).

Long live Sheffield!

Dear Gut

I'm a very angry Master System 2 owner. I refer to a reply you gave to a lad, Philip Eaden, in May's edition of SEGA FORCE. Mr Eaden's from Sheffield and

Sonic doesn't need to be a Mason to know the moves, but J.Alexander from N.Ireland obviously likes the old funny handshakes !Weirdo!

MASONIC

because of this, you jumped down his throat, I quote: '...you deserve to live in a much finer place than a town renowned for its knives and forks! Get a life!' Well, I didn't know Ludlow had the largest shopping centre in Europe, or hosted the World Student Games, or has two First Division football clubs etc... Anyway, on to other matters. Would you tell me if, in a year or two, *Splatterhouse 2* will appear on the Master System? I know it's wishful thinking but I have to know!

Anyhow, I really think you should say sorry to Philip, or the entire population of Sheffield will be forced to buy another magazine Well, maybe not *that* much action will be taken, as SEGA FORCE *is* the BEST Sega mag I've read.

John Hewson, Sheffield

PS When I say SEGA FORCE is the best Sega mag around, I was neither licking your ass or trying to get my letter published (but it would be nice!).

Ass licking is most definitely NOT allowed on these pages. If I find it happening again, I'll send the Kling-ons round to smother ya! Okay, I'll apologise to Phil. (Gasp! Shock! Horror! This *is* a first! —Everyone in the world.) (Quick, get an ambulance! —Ed) But only 'cos Def Leppard come from Sheffield and I like a bit of rock and raunch now and again!

So what if Sheffield's got the largest shopping centre in Europe? Did you know that the side-winding thermal bodybelt, fibre-optic knicker elastic and the flameproof nightie were all invented right here in sunny Ludlow? So nah! And what was the score, Leeds vs Sheffield United? Tee-hee!

***Splatterhouse 2* doesn't look at all likely for the MS, so don't hold your breath. Blue isn't my favourite colour!**

We're only the best mag around 'cos I'm in it! Folk from all over the world are left tittering (is that a coastal town?) thanks to my wise words and witticisms. Unfortunately, I'm leaving the comedy scene behind once and for all — I've got a part in *That's My Boy*! See ya...

Sonic the Scotsman

Hiya Mr Snipe

Playing *Sonic* on my Master System, I managed to complete it in 52 minutes with a score of 647,900. I had 26 lives left and seven continues. I only hope that other MS releases as hyped as this are more challenging (I could've done the last level blindfold).

Doc Robotnik, Glasgow

PS Your mag is well satisfactory...

I paid a visit to Glasgow when it was 'The City of Culture', got stuck in a cab with an intellectual taxi driver who claimed to have a BA in Applied Body Popping and Flower Arranging, or something.

Anyway, as he dropped me off in Sauchiehall Street, he said: 'I have nothing to declare but my genius', which I believe to be a little-known quote from Mr Oscar Wilde, poet, playwright and pigeon fancier extraordinaire.

Totally overcome by having shared the same mode of transport as one of our greatest writers since Enid Blyton was knee-high to a time share doll's house,

I got ever so arty-farty and cultural, popped into a local bookshop and purchased *Oh No! Not Another 3001 Jokes For Kids!* A jolly good read it was too!

Oh heck, I've totally lost my train of thought! Next letter, please...

Question time...

Dear GS

Yo dude! How's it goin'? I've some questions for ya: 1) Do you know when *Sonic 2* comes out? 2) In the *Daily Mirror* there was a cheat for *Sonic* on the MS. It said if you press button [1] then [2], you get a level select, is this true?

3) Is *Pitfighter* coming out on the MS?

Anthony Wall, Sale, Cheshire

At least you keep *your* questions short and to the point, Anthony, some of the letters I get make *The Children's Brittanica* look like a cloakroom ticket!

Remember, remember, get *Sonic 2* in November! We believe the Master System *Sonic* tip DOESN'T work. It's merely a rumour started by toupé-wearing nuns in Milford Haven. By ***Pitfighter* do you mean that ace conversion of Ade's traumatic time spent behind enemy lines in Frinton-on-Sea? No? Whoops! Sorry, wrong game! Yes indeed, MS** *Pitfighter* should be in the shops around November time.

Competition calamity

Dear Gutter

I'm sick and tired of you lot. What the bloody hell do you think you're doing putting competitions on the back of posters? Solve it now!

Simon Horn, Tyne and Wear

Well Simon, abusive language won't get you anywhere, laddy! Three weeks eating mashed suede in a darkened room should see to you!

Anyway, it's always hard to know where to cram things in the mag, but Big Ed promises me he'll watch out for competitions and keep them clear of posters.

And tell your friend Leeanne Taylor, who I happen to notice lives just up the road from you and also wrote in, that MS tips and reviews appear if and when we get any — and tell her not to be so stroppy. Oh, and can I be her boyfriend for the day?!!

BELT UP AND GET SET FOR MORE FREE AND FANTASTIC SEGA FORCE COVER STUFF!

Next Month

UNNNGH! ONE-AH... TWO-AH...!

In The Works: Get a grip on Acclaim's long-awaited World Wrestling Federation!

You've seen the Mega Drive stuff, next month the Virgin summer hit list's comin' to the MS!

PLUS!

Aliens III news, Olympic Gold on GG and more scorching game action than you can hit with a bloody big stick!

Get a life! And while you're about it, get hold of the totally brilliant Issue 8, on sale from 9 July!



DEADHEAD SET GAMING SCORES

PAUL MELLERICK's 'You ain't got me yet!' Bit

Mega Drive
Desert Strike 3,253,000 (Completed)
EA Hockey Soviet Union 59 v Great Britain 7 (20 mins)
Fire Shark 3,033,110 (Completed)
Hell Fire 1,135,400 (Maximum firepower)
Golden Axe II 149.0 (SA Class, Hard Level); 264.0 (Duel)
Game Gear
Space Harrier 14,347,650 (Completed)
Mega-CD
Sol Feace 96,340
Rub 'im out!!

Looks like Paul Mellerick's beginning to pick up a bit of competition on the old hi-score front. And about bloody time too! He's been sitting and gloating up here in SF Towers for months 'cos none of you deadheads out there could touch his best!

Well, times are a-changing, so have a look through the latest batch of scores sent in by fellow deadheads and see if you can't do better!

While you're about it, there're still plenty of Challenge Mellerick chances to be grabbed, so take in his hi-scores as well and rub him out! If you're better than Paul, write in and let us know. Send along a good mugshot of yourself as well and we'll see that you get your name in the spotlight on this page.

Oh yes, and if we catch any of you bleeders cheating, we'll send the boys round to do serious damage to your electrical appliances. Got that?! Okay, you know what to do with the coupon below, so get playing and don't forget to say which game system you used!

HI-SCORES

Afterburner (MS)
5,190,300
Daimon Wilden, Wellingborough, Northants
Asterix (MS)
365,300 — No continues and 26 lives left
Carl Bartram, Mansfield, Notts
Castle Of Illusion (GG)
111,140 (Completed)
T O'Riordan, Douglas, Isle Of Man
Double Dragon (MS)
176,400 (Completed)
Daimon Willden, Wellingborough, Northants
John Madden's (MD)
Minnesota 357 v New England 0 (One hour)
Stuart Newsome, Firth Park Road, Sheffield
The Ninja (MS)
232,400
Daniel Hitchcock, Rickmansworth
OutRun (MS)
314,500 (Completed)
Robert Dunsford, Market Deeping, Lincs
PGA Tour Golf (MD)
Four-round tournament: total 256 — 32 under Par
Mark Mannell, Hemel Hempstead, Herts.
Quackshot (MD)
1,534,000 + 18 lives (Completed)
Andrew Douse, Rugby, Warks
Sonic The Hedgehog (GG)
1,009,410
The same mystery man!
Sonic The Hedgehog (MS)
885,100
Daniel Hitchcock, Rickmansworth
Sonic The Hedgehog (MD)
225 rings on Green Hill Zone (Act One)
Adam Wesley, Bartestree, Hereford
Streets Of Rage (MD)
924,000
John Harvey, Lowdham, Notts
ToeJam & Earl (MD)
820 Points (Rapmaster)
Stuart Newsome, Sheffield

Alex Kidd in Miracle World (MS)
80,000
Daniel Hitchcock, Rickmansworth, Herts

Desert Strike (MD)
3,191,400
(Completed)
Stuart Newsome, Firth Park Road, Sheffield

Shinobi (GG)
87,100
No name, sadly, but we did get a piccie, so let us know who the heck you are!

Thunderforce III (MD)
196,680 (Mania Level)
Stephen Hall, Norwich

To finish off, here's a truly angelic pic of seven year old **Patrick Harding**, who reckons he might be the youngest deadhead to finish *Sonic*! What do you reckon? Let us know if you've got any red-hot toddlers at home who can put him to shame! See ya!

Hi-Scores

ISSUE 5 COMPO WINNERS

We Are The Champions

Well 'ard quessies they might have been, but our four UEFA Cup teasers certainly didn't fool any of you lot! Tough you can't all be winners really.

Anyway, the lucky devil who's gonna walk away with the Tecmagik goodie bag is **Sarah Bond** of **Dovercourt, Harwich** in Essex. Oooh, you jammy thing you! What you'll get copies of **Tecmagik**'s brilliant *Champions Of Europe, Pacmania, Populous, Shadow Of The Beast, New Zealand Story, Andre Agassi's Tennis*, plus the fabulous hush-hush cartoon game!

Five runners up get to pick their fave cart from *Champions Of Europe, Pacmania, Populous* and *Shadow Of The Beast*, so read on and see if your name's on the list: **Daniel Swinswood** of **Meir**, Stoke-On-Trent; **M Musselwhite** of **Feltham**, Middlesex; **Matthew Anderson** of **Chelmsford**, Essex; **Jon Banks** of **Peckham**, London and **David Bradshaw** of **Heysham**, Lancs. Keep your eyes on the post for news of your goodies!

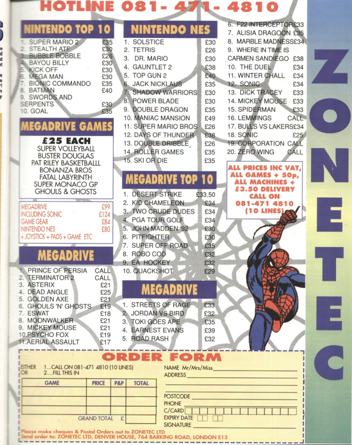
Flying Spidey!

Ten lucky bleeders this time and they're all in for some epic Spider-Man goodies, thanks to those nice **Acclaim** people!

Without further ado, the winner of the fantastic camera, Spider-Man watch, alarm clock, T-shirt, video and poster is **Simon John** of **Combe Down, Bath**. Well done, mate!

Here's a list of the nine runners-up, who each receive exactly the same bunch of brill goodies, minus the camera... **Andrew Garrett** of **Newquay**, Cornwall; **Ben Phillips** of **Corby**, Northants; **Mark Gratton** of Ashford, Middlesex; **David Gough** of **Leicester Forest East**; **Rachel Doyle** of **Peel Hall**, Manchester; **Ulkki Ure** of **Falkirk**; **Tracy Philpot** of **Dartington**, Totnes; **Wei Chan** of **Ipswich**; and **Dale Rowles** of **Codnor**, Derbyshire.

If you didn't win, that's just tough, but don't sit there blubbering! Get searching through the pages to find this month's totally brilliant compos and see if you can strike gold!



HOTLINE 081- 471- 4810
NINTENDO TOP 10
1. SUPER MARIO 2 £35
2. STEALTH ATF £30
3. BUBBLE BOBBLE £26
4. BAYOU BILLY £30
5. KICK OFF £30
6. MEGA MAN £30
7. BIONIC COMMANDO £35
8. BATMAN £40
9. SWORDS AND SERPENTS £30
10. GOAL £35
MEGADRIVE GAMES
£25 EACH
SUPER VOLLEYBALL
BUSTER DOUGLAS
PAT RILEY BASKETBALLL
BONANZA BROS
FATAL LABYRINTH
SUPER MONACO GP
GHOULS & GHOSTS
MEGADRIVE £99
INCLUDING SONIC £124
GAME GEAR £84
NINTENDO NES £80
+ JOYSTICK + PADS + GAME ETC
MEGADRIVE
1. PRINCE OF PERSIA CALL
2. TERMINATOR 2 CALL
3. ASTERIX £21
4. DEAD ANGLE £25
5. GOLDEN AXE £21
6. GHOULS 'N' GHOSTS £19
7. ESWAT £18
8. MOONWALKER £21
9. MICKEY MOUSE £21
10.PSYCHO FOX £19
11.AERIAL ASSAULT £17
NINTENDO NES
1. SOLSTICE £30
2. TETRIS £26
3. DR. MARIO £30
4. GAUNTLET 2 £38
5. TOP GUN 2 £40
6. JACK NICKLAUS £35
7. SHADOW WARRIORS £30
8. POWER BLADE £30
9. DOUBLE DRAGON £35
10. MANIAC MANSION £49
11. SUPER MARIO BROS £26
12. DAYS OF THUNDER £38
13. DOUBLE DRIBBLE £26
14. ROLLER GAMES £35
15. SKI OR DIE £35
MEGADRIVE TOP 10
1. DESERT STRIKE £33.50
2. KID CHAMELEON £34
3. TWO CRUDE DUDES £34
4. PGA TOUR GOLF £34
5. JOHN MADDEN '92 £30
6. PITFIGHTER £30
7. SUPER OFF ROAD £35
8. ROBO COD £32
9. EA HOCKEY £32
10. QUACKSHOT £29
MEGADRIVE
1. STREETS OF RAGE £33
2. JORDAN VS BIRD £32
3. TOKI GOES APE £35
4. EARNEST EVANS £39
5. ROAD RASH £32
6. F22 INTERCEPTOR£33
7. ALISIA DRAGOON £35
8. MARBLE MADNESS£34
9. WHERE IN TIME IS CARMEN SANDIEGO £38
10. THE DUEL £34
11. WINTER CHALL £34
12. SONIC £34
13. DICK TRACEY £33
14. MICKEY MOUSE £33
15. SPIDERMAN £33
16. LEMMINGS CALL
17. BULLS VS LAKERS£34
18. SONIC £25
19. CORPORATION CALL
20. ZERO WING CALL
ALL PRICES INC VAT, ALL GAMES + 50p, ALL MACHINES + £3.50 DELIVERY CALL ON 081-471 4810 (10 LINES)
ZONETEC
ORDER FORM
EITHER 1...CALL ON 081-471 4810 (10 LINES)
OR 2....FILL THIS IN
GAME PRICE P&P TOTAL
GRAND TOTAL £
NAME Mr/Mrs/Miss
ADDRESS
POSTCODE
PHONE
C/CARD
EXPIRY DATE
SIGNATURE
Please make cheques & Postal Orders out to ZONETEC LTD
Send order to: ZONETEC LTD, DENVER HOUSE, 764 BARKING ROAD, LONDON E13



PHONE NOW
WEST LONDON
COMPUTER GAMES
309 GOLDHAWK ROAD
LONDON W12 8EZ
☎ 081-741 9050 10am - 8pm
RETAIL SALES AND MAIL ORDER
MIDDLESEX
VIDEO HITS (SWAP SHOP)
314 NORTHOLT RD
STH HARROW
MIDDLESEX HA2 8EE
☎ 081 423 0933
7 DAYS 10am - 10pm
NORTHERN IRELAND
THE TAPE DECK
5 DOBBIN ST
ARMAGH BT61 7QQ
☎ 0861 527920
OPEN MON - SAT 9.00am - 5.30pm
CREDIT CARD HOTLINE
0861 528106
SUSSEX
GAMES VILLE
18 SPRINGFIELD RD
CRAWLEY
W. SUSSEX RH10 8AD
☎ 0293 541953
OPEN 7 DAY 10am - 7pm
LAKESIDE, ESSEX
THAT'Z ENTERTAINMENT
UNIT 619 PAVILLION BUILDING
LAKESIDE SHOPPING CENTRE
WEST THURROCK, GRAYS
☎ 0708 890800 9.30am - 8pm
RETAIL SALES
ROMFORD, ESSEX
THAT'Z ENTERTAINMENT
UNIT 33-34
ROMFORD SHOPPING HALL
MARKET PLACE, ROMFORD
ESSEX RM1 3AB
☎ 0708 744338 9am - 5pm
RETAIL SALES
WEMBLEY STADIUM
COMPUTER GAMES
WEMBLEY STADIUM MARKET
SUNDAY 10am - 2pm
RETAIL SALES
NORTH LONDON
V-COM. CENTRE
675 HOLLOWAY RD
LONDON N19 5SE
☎ 071 281 8067
7 DAYS 12am - 9pm
ROMFORD, ESSEX
THAT'Z ENTERTAINMENT
6 MORAY WAY
ROMFORD
ESSEX RM1 4YD
☎ 0708 736663 9am - 7pm
MAIL ORDER ONLY
WHOLESALE ENQUIRIES
081-998 6555
£1 WITH EVERY PURCHASE IN OUR SHOPS
VOUCHER
MAIL OF
☎ 081-741 9
FREE 1st CLASS POS
MEGA
SPECIAL OFFER
SPECI
£24.99 £29.99 £24.99 £24.99
£34.99 £39.99 £34.99
£29.99
WANTED
WE PAY CASH OR PART EXCHANGE ANY OF YOUR UNWANTED $ GAMES $
YOU'LL BE CRAZY
WE RESERVE THE
ALL SH
IN THE BAG: The
SEGA FORCE
SUMMER EXTRA
3 mean postcards to send your best friends — or worst enemies!
Wish you were here...
Having a scorcher of a time!


MAIL ORDER HOTLINES
081-741 9050
PHONE NOW FOR FREE CATALOGUE
0708 736663
FREE 1st CLASS POST
SAME DAY DESPATCH
PHONE NOW
WEST LONDON
COMPUTER GAMES
309 GOLDHAWK ROAD
LONDON W12 8EZ
081-741 9050 10am - 8pm
RETAIL SALES AND MAIL ORDER
MIDDLESEX
VIDEO HITS (SWAP SHOP)
314 NORTHOLT RD
STH HARROW
MIDDLESEX HA2 8EE
081 423 0933
7 DAYS 10am - 10pm
NORTHERN IRELAND
THE TAPE DECK
5 DOBBIN ST
ARMAGH BT61 7QQ
0861 527920
OPEN MON - SAT 9.00am - 5.30pm
CREDIT CARD HOTLINE
0861 528106
SUSSEX
GAMES VILLE
18 SPRINGFIELD RD
CRAWLEY
W. SUSSEX RH10 8AD
0293 541953
OPEN 7 DAY 10am - 7pm
LAKESIDE, ESSEX
THAT'Z ENTERTAINMENT
UNIT 619 PAVILLION BUILDING
LAKESIDE SHOPPING CENTRE
WEST THURROCK, GRAYS
0708 890800 9.30am - 8pm
RETAIL SALES
ROMFORD, ESSEX
THAT'Z ENTERTAINMENT
UNIT 33-34
ROMFORD SHOPPING HALL
MARKET PLACE, ROMFORD
ESSEX RM1 3AB
0708 744338 9am - 5pm
RETAIL SALES
WEMBLEY STADIUM
COMPUTER GAMES
WEMBLEY STADIUM MARKET
SUNDAY 10am - 2pm
RETAIL SALES
NORTH LONDON
V-COM, CENTRE
675 HOLLOWAY RD
LONDON N19 5SE
071 281 8067
7 DAYS 12am - 9pm
ROMFORD, ESSEX
THAT'Z ENTERTAINMENT
6 MORAY WAY
ROMFORD
ESSEX RM1 4YD
0708 736663 9am - 7pm
MAIL ORDER ONLY
WHOLESALE ENQUIRIES 081-998 6555
£1 WITH EVERY PURCHASE IN OUR SHOPS
VOUCHER
MEGA DRIVE
SPECIAL OFFER
SPECIAL OFFER
SPECIAL OFFER
£24.99 £29.99 £24.99
£24.99 £24.99 £24.99
£24.99 £27.99 £27.99
UK £124.99
£34.99 £39.99 £34.99
£29.99 £29.99 £34.99
£34.99
ARCADE POWER STICK
WANTED WE PAY CASH OR PART EXCHANGE ANY OF YOUR UNWANTED GAMES
£29.99 £29.99 £34.99
MASTER SYSTEM
PHONE FOR FREE CATALOGUE
£26.99 £31.99
GAME GEAR
£89.99
MASTER GEAR ADAPTOR
£19.99
Allows master system games to be played on the game gear
WIDE GEAR
£9.99
Game gear magnifier Folds neatly for easy carriage
WARNING
YOU'LL BE CRAZY TO BUY YOUR GAMES ELSEWHERE
WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION E&OE.
ALL SHOPS ARE INDEPENDENT. SHOP PRICES MAY VARY.